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**CAPCOM®  
VS.  
SNK**

NOVEMBER  
**NO. 69**  
2000

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nba.com



Dreamcast



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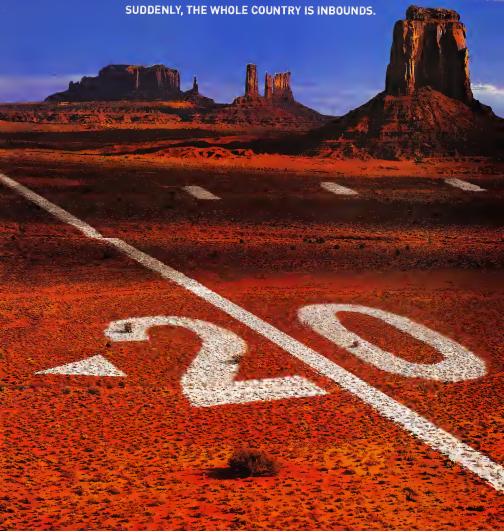
SEGA  
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2K1

Online gameplay is here. Now you and up to three buds can get on one console and school opponents nationwide — how about the Cowboys sympathizers in Tulsa to masochistic Bills fans in Schenectady. You can even exchange "pleasanties" in real time. Throw in a radically improved running game, franchise mode, and complete team-specific playbooks, and you've got yourself a full-contact chat room. Does technology rule or what?



Dreamcast

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## TIPS & TRICKS



**NOVEMBER 2000**

### ON THE COVER

Watch out! It's the Clash of the Titans! The ultimate fighting game showdown begins with the long-awaited **Capcom vs. SNK: Millennium Battle**. May the strongest survive!  
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Sports Desk

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YOU DEFEND YOUR FAMILY.  
YOU DEFEND YOUR HOMELAND.  
YOU DEFEND ALL THAT IS GOOD.

BUT FIRST, YOU MUST DEFEND YOURSELF.



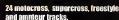
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Now that **Chris Bieniek** has assembled his "dream team" of editors whose last names end with "n", his next project is to move all of his freelance writers into one big house. "I don't know if Pat's wife would dig it," he muses, "but think how much money we'd save on postage. It'd be like an episode of *The Real World*, but with a lot more video games."

**Current Favorite Games:** Mario Tennis, Xtreme Sports, Madden NFL 2001, Spider-Man



**Anatole Brown** would be happier if working at *Tips & Tricks* was more like *Road Rules*; imagine if the staff wrote, photographed, edited and laid out an entire issue while traveling in a big Winnebago on its way to the east coast. We'd eat Wetzels Pretzels every day and liberate all of the NES games from FuncoLand stores from coast to coast.

**Current Favorite Games:** Madden NFL 2001, The Legend of Zelda: Majora's Mask, Jet Grind Radio, The World is Not Enough



Art Director **Lisa Beattie** was unhappy with the mini-biography that was written in this space for this issue, so she sneakily changed it to this paragraph while the editors were busy playing *Madden NFL 2001*. Hi, Mom! She also thinks that Chris and Anatole have been watching too much MTV, and that she deserves some kind of salary increase.

**Current Favorite Games:** Jet Grind Radio, Chrono Cross, Ms. Pac-Man Maze Madness, Ultimate Fighting Championship



Having *Sabrina the Teenage Witch* join the WB line-up this fall was enough to fill Associate Editor **Jason Wilson** with glee. But when he found out that this season's cast was going to include *Soleil Moon Frye*—whom Jason has been enamored with since the *Punky Brewster* days—well, let's just say that his new nickname is "Mr. HappyPants."

**Current Favorite Games:** Capcom vs. SNK: Millennium Fight 2000, Donkey Kong, The Grid, NFL 2K1



During a recent lunch at Tony Roma's restaurant, **Ara Shirinian** could be heard loudly extolling the virtues of Mr. T, whom he described as one of the most underrated actors of his generation. Each phrase that came out of Mr. T's mouth, says Ara, was every bit as quotable as the "I pity the fool" tagline that most people remember.

**Current Favorite Games:** Keyboardmania, Keyboardmania, Keyboardmania, Keyboardmania



Though photogenic as can be, Associate Editor **Charlotte Chen** recently declined to appear in the *Tips & Tricks* "Tip of the Week" segments of the *Electric Playground* TV show this season. "I'd rather die than be on TV," she stated flatly. Charlotte's favorite DVD features all three Wallace & Gromit short subjects on the same disc.

**Current Favorite Games:** Final Fantasy IX, Shenmue, Oddworld: Munch's Oddysee, Alone in the Dark: The New Nightmare



As Contributing Editor **Pat Reynolds'** obsession with the *Armored Core* series of games continues to grow, so does the real-life core that Pat has been secretly building in his garage. He plans to walk down St. Joe Highway with it and scare the crap out of whoever is unfortunate enough to have the early evening shift at the local Dairy Queen.

**Current Favorite Games:** Mario Tennis, Armored Core 2, Tony Hawk Pro Skater 2, Capcom vs. SNK: Millennium Battle 2000



Contributor **Geoff Arnold** would win the award for having the deepest voice of any current member of the *Tips & Tricks* staff, if there were such a thing. Frankly, it takes so long to write these stupid biographies every month that there's no way we'll ever waste our time giving out trophies to the staff for winning contests that they didn't even enter.

**Current Favorite Games:** Street Fighter III: 3rd Strike, Capcom vs. SNK: Millennium Battle 2000, Secret of Mana, Phantasy Star II



**Rich Krupa** (a.k.a. "Loopy Pottyhead") is a fan of Dav Pilkey's *Captain Underpants* books. Rich believes that the books' main characters—George Beard and Harold Hutchins—are named after "Stymie" Beard and "Wheeler" Hutchins from *Our Gang*...and that Jerome Horwitz Elementary School is named after Curly from *The Three Stooges*.

**Current Favorite Games:** Front Mission III, Marvel vs. Capcom 2, Capcom vs. SNK, Ghosts 'N Goblins

TWO WORDS

# Shenmue

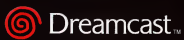
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We won't be able to help you out, but at least it will give you something to do.

#### SPOILER ALERT!

You are not the best magazine in the world, let me say that first and foremost. Want the reasons? Well, how about just one? You spoil games, that's reason enough. I got your September issue in the mail and opened it straight to the Chrono Cross strategy guide. I already own the game and the official guide, but I thought your guide would help me better insight. As I read through, Ara Shirinian casually tells people that Serge becomes Lynx in the game. I, unfortunately, did not know this at the point I read your magazine. Considering I was looking forward to an intricate story (as well as finding out the connection between Lynx and Serge ON MY OWN) and enjoying all the twists myself, you can understand how I became quite upset. Upset doesn't even begin to describe it. I was ticked off. I was ticked off royally. People had said that Chrono Cross was the greatest RPG ever and now, you had blown one of the biggest secrets of the game for me. Thank you for almost completely ruining the experience. There are other values you have left unspoiled but still, what you did was inexcusable. I did not see any warning at all prior to reading through the guide and that is why I'm upset. There just wasn't any warning.

You say that you welcome constructive criticism so I'm calling your bluff right here. All I ask is that you have some kind of warning for readers to see clearly before they start reading your guides. You could take an example from other magazines and have a gigantic "Spoiler Alert" symbol plastered in bright colors next to or nearby the game's logo so it's one of the first

things people see when they open up to the guides within. Because of your blunder, I had to call everyone I knew who wanted to enjoy this game and tell them not to pick up your September issue. I myself had not even touched it since I dropped it four days ago; I consider it bad karma now. It's fermenting on my bedroom floor. I myself am going so far as to cancel my subscription. I know this doesn't make much difference to you but I also know that I cannot possibly be the only one who had the game spoiled for them. I'm hoping that others may follow my example so as to teach you a lesson. I also know that I cannot blame Ara alone, the editors and people who proofread the guide are responsible as well. So to all of you responsible I say, "You should be beaten with a Whacking Stick until your skin is peeled from your back." Well, maybe that's a bit extreme but you get my point. So, if you hold true to your ideals, you will print this letter so I may be heard by more. Good day, good riddance.

—Lee Clark  
Byron, MN

Ara Shirinian responds: I'm sorry you feel that way, Lee. You should know that in general, we're always conscious of giving away major plot points in games, and we always try to avoid it whenever possible. However, this was a special case. We could have neglected to tell you that Serge becomes Lynx, but we told you that when that event occurs, you would lose every single character that you've had in your party, and you wouldn't be able to get any of them back until you turn back to Serge (which is a long time later). It's always a shock when you're happily playing the game, collecting and building your party, and after some event you pass a point of no return where you lose almost everything. We did not reveal anything about why Serge turns into Lynx, or how it happens, and we certainly did not reveal the relationship between the two characters! We could use the term "Spoiler Alert," but—given the content of this magazine—we'd have to say it on practically every page! If you put your hand in the lion's mouth, do not be surprised if it gets bit! This is akin to the "Caution: Hot" labels that appear on coffee cups; frankly, we would rather not insult our readers' intelligence. They know what they're getting into when they read T&T...and as a subscriber, we're surprised that you don't. If you read a tips magazine that blows open all of the secrets in the games it covers, you run the risk of coming across information that's more



Lynx has a mysterious past in Chrono Cross.

than what you need to know.

If you're so sensitive that your enjoyment of Chrono Cross will be utterly destroyed by knowing that Serge turns into Lynx, you shouldn't be reading strategy guides or books about it in the first place. The bottom line is this: if we gave away something you didn't want to know about, we apologize. Surely other readers would have not wanted that information revealed to them. However, just as surely, other readers will have wanted to know if and when your party all but disappears halfway through the game. We err on the side of providing too much information, rather than too little. Do we dare deprive our readers of certain information just because a few people don't want to know about it? We would rather not spend our time agonizing over the possibility that somebody may get upset at the sight of some ostensibly taboo information that he or she seeks out himself.

## TOKEN OF THE MONTH



This month's token is from Atlantis Casino & Resort in Reno, NV. It was sent in by Marcellino of Weed, CA. Thanks, Marcellino!

Back

Arcade Players & Operators: Send us a token from your favorite arcade! If we choose it as our "Token of the Month," we'll print your name and use your token as the "Arcade" icon in the magazine for one issue. Tape the token to a piece of cardboard (so it doesn't come loose in the envelope) and send it to:

Token of the Month  
Tips & Tricks Magazine  
8484 Wilshire Blvd., Suite 900  
Beverly Hills, CA 90211



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# ■■■ ACTION BASS



After a hard day of fishing under the sun or competing in a tournament, you look with awe at the trophies your angling skills have awarded you. In this action-packed arcade style fishing game, the player can either spend time leisurely casting across lake waters waiting for a bite on the line or they can enter an intense fishing competition where the only fish that matters is the biggest catch of the day. Along the way players will face all sorts of challenges including shifting water conditions, unstable weather and even more skilled opponents as he continually attempts to outwit the wily bass during each season of the year. Amazingly realistic fish behavior ensures that no fish is caught without a fight and that reeling in a winner delivers optimum angling action excitement.



- :: Tournament-style Challenge Mode, free-wheeling Free Mode, and an Extra Bonus Mode.
- :: Lure Action Gauge allows the player to monitor lure movement easily.
- :: Enjoy watching fish (up to five heaviest) you brought back in the Aquarium Mode.
- :: Five diverse lures are available at the beginning, covering a wide range of water conditions and lure movements. More lures will be available as the player gains experience.
- :: Wide variety of "lure action" possible to attract bass, some requiring retrieving or rod movements only, others requiring skillful combination of the two.

**\$9.99\* GOT GAME? \$9.99\***

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# **SPEC OPS:** STEALTH PATROL



PlayStation



## **SPEC OPS:** STEALTH PATROL



Welcome to the US Army Rangers, one of the toughest and most elite of the world's military task forces. Your main objective is to control your team of Rangers and eliminate opponent targets while completing mission sub-tasks in the time allotted. Choose between stealth or all out frontal assault- It's up to you. 3D action, time pressure and realistic combat will keep you begging for more. Immersed in huge, outdoor 3D environments you and your team members must successfully execute your tasks which revolve around several different mission objectives including reprisal attacks, seize and destroy missions, counter-terrorist attacks and raid and destroy missions. Each environment is unique, not only in look and feel, but in game play as well. With the emphasis on action and realism, navigate your team with guns blazing or silently under the cover of darkness across landscapes of thick jungle, barren desert, arctic tundra and dense forest.

Do you have what it takes? Will you be able to complete your mission, though you may be the lone survivor?



- :: 5 Intense mission campaigns each with numerous sub-missions based on real activities carried out by the US Army Rangers
- :: An arsenal to choose from including shotguns, grenades, machine guns, sniper rifles and more
- :: 3 difficulty levels - Private (Easy), Corporal (Medium), Sergeant (Difficult) offers massive replay value
- :: In the 2 Ranger option the player has simultaneous control of 2 Rangers
- :: Create an inventory filled with hi-tech equipment to aid the Rangers in their tasks - GPS navigation for moving through dense landscape, tripwire mines to booby trap enemies, nightvision goggles for stealth accuracy, med kits for injury repair and more

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Evil is spreading like a vine and only you can stop it.



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Ultra-addictive arcade action puzzler!!!!!!



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Rated Violence  
Mild Language



Dreamcast

Sega.com



## Stopping is a bad idea.

In a world of angry cops, rival taggers and lots o' paint, it's important to keep moving. It's a race against time to leave your mark on the sprawling urban environment. Armed with skates, a fado and varying guises of spray paint, it's you against the world. But you'd better be quick because the price of self-expression just got higher.



For the trivia fans among you, here's a breakdown of each company's characters and the games where they first appeared:

#### SNK Characters' first in-game appearances:

- *Fatal Fury*—Terry Bogard, Raulin (boss, not selectable), Geese (boss, not selectable)
- *Fatal Fury 2*—Kim, Mai, Raiden
- *Fatal Fury Special*—Geese
- *Real Bout Fatal Fury*—Yamazaki
- *Art of Fighting*—Ryo, King
- *Art of Fighting 2*—Yuri
- *The King of Fighters '94*—Kyo, Benimaru, Rugal (boss, not selectable)
- *The King of Fighters '95*—Iori, Rugal (secret character), Vice (background character only)
- *The King of Fighters '96*—Vice

#### Capcom Characters' first in-game appearances:

- *Street Fighter II*—Ryu, Ken, E. Honda, Balrog (boss, not selectable), Vega (boss, not selectable), M. Bison (boss, not selectable)
- *Street Fighter II: Champion Edition*—Balrog, Vega, Sagat, M. Bison
- *Super Street Fighter II: The New Challengers*—Cammy
- *Street Fighter Alpha 2*—Sakura

## RATIO SYSTEM



The most complex part of the game is the ratio system. Each time you play the game, you will be allowed four "points," each represents the level of power of each character chosen. With this, you can choose a multitude of characters: four Ratio 1 characters, a Ratio 3 and a Ratio 1, two Ratio 2 characters, or one Ratio 2 and two Ratio 1 characters. When the time-release characters become available, you can also pick one ratio 4 character. Depending on what type of player you are, you will need to practice with as many characters as possible to be efficient in designing a well balanced team.

You are only allowed one life bar for each character you choose, which greatly inhibits the player from dominating with just one character (as has been the case with previous *Street Fighter* games).

#### RATIOS

- 1 Weak Offense, Weak Defense
- 2 Average Offense, Average Defense
- 3 Strong Offense, Strong Defense
- 4 Strongest Offense, Strongest Defense

The long-awaited crossover has finally arrived! By the time you read this, tournaments for this game are probably reaching your neighborhood, leaving you in desperate need of the latest tips and tactics on how to annihilate your opponent! This strategy guide will help you understand the concept of a game that combines both Capcom and SNK characters and transforms them into a setting that rivals any fighting game to date. Borrowing aspects from a multitude of fighting games—including (but not limited to) the *King of Fighters* series, *Super Street Fighter II*, *Street Fighter Alpha*, *Fatal Fury* and *Art of Fighting*—*Capcom vs. SNK* successfully uses old-school brawl tactics as its main focus without straying away from tried-and-true *Street Fighter* gameplay.

## CAPCOM VS. SNK GROOVE

Before each match, after choosing your selection of team members, you will be asked what "groove" best suits your fighting style. The

#### CAPCOM GROOVE



#### SNK GROOVE



Before each match, after choosing your selection of team members, you will be asked what "groove" best suits your fighting style. The

## THROWS AND TECH TROWS

Throwing your opponent is easier than ever! Back to the old-school days: throwing is done by pressing  $\leftarrow$  or  $\rightarrow$  + Hard Punch or Hard Kick when close to your opponent. To tech out of a throw, perform the same maneuver to your opponent when you are about to be thrown.

## SUPER MOVE LEVELS (CAPCOM GROOVE ONLY)

To activate various levels of your Super Meter up to its maximum level of 3, perform each character's specific Super Move and press Light Punch or Light Kick for level one, Hard Punch or Hard Kick for level two and both punches or both kick buttons simultaneously for level three.

## ROLLING



When I first played *Capcom vs. SNK* and noticed that the characters can "roll" (as in the *King of Fighters* series), I was not too happy at first. But then I noticed that the roll (or dash move with some characters) that is done by pressing Light Punch and Short Kick simultaneously is invincible the moment the move is initiated. The roll goes through ALL special moves, Super Moves and projectiles! A rolling character is either near the end of a roll, where he or she can be victimized by a sweep or nailed by repeated flurries of crouching Light Punches or Light Kicks. A rule of thumb: Roll when you see your opponent roll! You will be safely transported to the other side of your opponent, which may help you avoid a series of attacks that will eventually lead to a Super Move. Another technique that can be executed involves rolling when your opponent is about to cross you up. This does not always work since certain characters do not have the ability to recover as quickly as others. Regardless, the roll allows you to move at your opponent in close quarters...and it increases the speed of gameplay somewhat, since the slower character speed can turn the game into a turtle's paradise. The characters with the fastest rolls are Sakura and Raiden. It is VERY difficult to effectively determine where the two rolls begin and end, allowing Sakura to perform her combo of choice and Raiden to perform a Power Bomb. Also, if your opponent tends to roll out of control, you can perform a throw maneuver by mashing  $\leftarrow$  or  $\rightarrow$  + *Fierce Punch* upon seeing your opponent "roll."

## BASIC MOVES

**Roll**—Light Punch + Light Kick simultaneously

**Super Meter Charge (SNK Groove only)**—Hard Punch + Hard Kick simultaneously

**Throw**— $\leftarrow$  or  $\rightarrow$  + *Fierce Punch* or *Hard Kick* when close to your opponent

**Quick Throw**— $\leftarrow$  or  $\rightarrow$  + *Fierce Punch* or *Hard Kick* when your opponent attempts to throw you

**Dashing**— $\leftarrow$  or  $\rightarrow$  +  $\leftarrow$  or  $\rightarrow$

## CHARACTERS

Listed on the following pages are special moves and techniques used with the Capcom characters (14 of the 28 selectable fighters). The SNK characters and mysterious hidden characters will be discussed in our next issue!

## GUILE

RATIO 2

Good 'ol Guile! This marks the first time since *Super Street Fighter II Turbo* that Guile makes an appearance in a non-"vs." series crossover of *Street Fighter* in the arcade. Yes, Charlie was selectable in the Alpha series, but he is a poor rendition of the original Guile and what Guile players had been used to in the *Street Fighter* series. Guile flourishes in *Capcom vs. SNK*, and the results are dramatic. Since there is no Air Blocking option, obviously Guile's *Seminaruit Kick* is his weapon of choice. Even a crouching *Hard Punch* stops opponents from jumping in at you! Guile's old double-sweeping *Roundhouse Kick* is now done by pressing  $\leftarrow$  + *Hard Kick*. His crouching *Strong Punch* anti-air move has been completely omitted, but the addition of his powerful crouching *Fierce Punch* (*Hard Punch*) as a secondary anti-air tactic is golden, along with crouching *Forward Kick* to play footsie with your opponent.

### Extended Normal Moves

Double Roundhouse Sweep— $\leftarrow$  + *Hard Kick*  
Rolling Sobat— $\rightarrow$  + *Light Kick*

### Special Moves

Sonic Boom—Charge  $\leftarrow$  for two seconds,  $\rightarrow$  + *Punch*  
Somersault Kick—Charge  $\leftarrow$  for two seconds,  $\uparrow$  + *Kick*

### Super Moves

Total Wipe Out—Charge  $\leftarrow$  for two seconds,  $\rightarrow$  + *Punch*  
Somersault Strike—Charge  $\leftarrow$  for two seconds,  $\leftarrow$  + *Kick*



## FOUR-BUTTON LAYOUT



have to get used to the new configuration in order to effectively use each character.

## GUARD BREAK



Though there is no meter to display it properly, the Guard Break is similar to that of previous SNK games, most recently *Garou: Mark of the Wolves*. After a certain number of hits and punches have been blocked by the opponent with no offense generated in return, the opponent's life bar will flash red, meaning that their "guard" will be broken soon and a free hit or combo is inevitable.

## RYU

RATIO 2

Because of the new rolling system, Ryu only suffers when throwing close projectiles at an opponent, since one can easily roll under a projectile upon sight. However, *Street Fighter II Turbo* Hyper Fighting fans can rejoice. Ryu's uppercut is semi-invincible again, his Hurricane Kick is still capable of high priority damage and it can easily fly over Sonic Booms from Guile upon reaction. Overall, Ryu is still one of the top characters in the game, as he has been in every *Street Fighter* game in existence. Ryu's best press up move is *Cross up Hard Kick*, crouching *Light Punch*, crouching *Light Kick*, Hurricane Kick with *Hard Kick*. After this is successfully performed, you are in position to successfully perform the same combo once again; your opponent will have to learn to roll out of the way or block. Ryu's *Roundhouse Sweep* can be used in a chain combo after a jump-in hard lock and two crouching *Light Kicks*. Ryu can chain an air Tatumaki Sempu Kyaku (*Hurricane Kick*) from a deep jump-in *Light Kick*. Use Ryu's *Hop Kick* to leap over Sagat's *Low Tiger Shots* as well.



### Extended Normal Moves

Overhead— $\rightarrow$  + *Light Punch*  
Hop Kick— $\rightarrow$  + *Light Kick*  
Roundhouse Sweep— $\leftarrow$  + *Hard Kick*

### Special Moves

Hadouken— $\leftarrow$  + *Punch*  
Shouryuken— $\leftarrow$  + *Punch*  
Tatumaki Sempu Kyaku (can also be done in air)— $\leftarrow$  + *Kick*

### Super Moves

Shin Shouryuken— $\leftarrow$  + *Kick*  
Shin Hadouken— $\leftarrow$  + *Punch*  
Shin Tatumaki Sempu Kyaku— $\leftarrow$  + *Kick*



## DHALSIM RATIO 1

As a ratio 1 character, Dhalsim needs all the strength he can get. The removal of his Strong and Forward attacks inhibits Dhalsim's ability to effectively stop opponents from jumping in at certain angles. The normal attacks that Dhalsim was able to keep are his only counter against air attacks, either for a clean hit or for trading purposes. Strong Punch turned into  $\leftarrow +$  Hard Punch, Forward Kick turned into  $\leftarrow +$  Hard Kick and Dhalsim's original anti-air standing Jab Punch is a standing Light Punch. The omission of Dhalsim's Yoga Flame Super Move hurts him slightly, but he can still remove most of an opponent's life bar, setting up his remaining team members for an easier time than before. Dhalsim has only two "drill moves" left, but because the game engine disregards Air Blocking, Dhalsim can sweep his opponent with a slide if an opponent attempts to jump at him from a distance, and can use his Hard Punch Air Drill to knock out an incoming air move if Dhalsim himself is already airborne.

### Extended Normal Moves

Slide  $\rightarrow +$  Hard Kick  
Herc Drill  $\rightarrow +$  Hard Punch (in air)  
Angie Drill  $\rightarrow +$  Hard Kick (in air)

### Special Moves

Yoga Fire  $\rightarrow + \rightarrow +$  Punch  
Yoga Flame  $\rightarrow + \rightarrow + \leftarrow +$  Punch  
Yoga Blast  $\rightarrow + \rightarrow + \leftarrow +$  Kick

### Super Moves

Yoga Stream  $\rightarrow + \rightarrow + \leftarrow +$  Punch  
Yoga Volcano  $\rightarrow + \rightarrow + \leftarrow +$  Kick



## CHUN-LI RATIO 2

Since Chun-Li was toned down from her hyper and martial ways in *Street Fighter Alpha 2* to *Alpha 3*, some players have abandoned her. She still maintains a quick, aggressive style, but many of her moves from the *Alpha* series have been omitted here and her Kikoken is slower than molasses oozing from a bottle. It's best to use the move in a combo only. Her Spinning Bird Kick—which only made an appearance as an X Mode Specialty Move in *Street Fighter Alpha 3*—can go through projectiles, but is not as effective as it was in previous incarnations of *Street Fighter*. Her standing Hard Kick can be somewhat effective as an anti-air move, it works from a distance, but it's even better when it changes to its old format of a close Roundhouse Kick from *Street Fighter Alpha 2*. The problem is that it can only be done from a certain distance when your opponent is close enough to you, making it difficult to judge the spacing correctly without getting punnieled.

### Extended Normal Moves

Roundhouse Sweep  $\rightarrow +$  Hard Kick  
Heel Kick (in air)  $\rightarrow +$  Hard Kick  
Flip Kick  $\rightarrow +$  Light Kick

### Special Moves

Lightning Kick—Press any Kick button repeatedly  
Spinning Bird Kick—Charge  $\leftarrow$  for two seconds,  $\rightarrow +$  Kick  
Tenshou Kyaku—Charge  $\leftarrow$  for two seconds,  $\rightarrow +$  Kick  
Kikouken  $\rightarrow + \leftarrow +$  Punch

### Super Moves

Sennsibukyaku—Charge  $\leftarrow$  for two seconds,  $\rightarrow + \leftarrow +$  Kick  
Hazen Tenshoukyaku—Charge  $\leftarrow$  for two seconds,  $\rightarrow + \leftarrow +$  Kick  
Kikouho  $\rightarrow + \rightarrow + \leftarrow +$  Punch



## CAMMY RATIO 1

Normally a poking type of character, Cammy has been promoted to something of a cross-up queen as well! Her jumping Light Kick crosses up the opponent with ease, and can be connected with a standing Light Punch and crouching Short Kick two-in-one into a Cannon Spike for an easy four-hit combo! Cammy's Cannon Spike has a longer delay, making it difficult to determine when to knock your opponent out of the air with it from an attempted jump-in. Her standing Hard Kick still has great range up close, and Cammy can finally two-in-one her crouching Forward Kick (Hard Kick) into a Cannon Drill once again. Cammy is down to one Super Move—the Spindrive Smasher—but it can be combined from almost any move in the game, even her crouching Roundhouse Kick! ( $\rightarrow +$  Hard Kick)

### Extended Normal Moves

Roundhouse Sweep  $\rightarrow +$  Hard Kick

### Special Moves

Hookleg Combination  $\rightarrow + \rightarrow +$  Punch, any Punch button for Air Grab, any Kick button for Slide  
Axe Spinning Knuckle  $\rightarrow + \rightarrow + \leftarrow +$  Punch  
Cannon Spike  $\rightarrow + \rightarrow + \leftarrow +$  Kick  
Cannon Drill  $\rightarrow + \rightarrow + \leftarrow +$  Kick

### Super Moves

Spindrive Smasher  $\rightarrow + \rightarrow + \rightarrow +$  Kick



## BLANKA RATIO 1

Blanka, easily one of the top-tier characters in *Street Fighter II Turbo Hyper Fighting*, is back to his top-tier ways in Capcom vs. SNK. He has the deceiving looks of his *Street Fighter Alpha 3* alter ego, but plays like a combination of the Blanka from *Super Street Fighter II Turbo* and *Hyper Fighting*. His strongest moves are his basic moves, literally. The standing Fire Punch (an effective anti-air move) and jumping straight up in the air with Hard Kick are all you need to dominate with Blanka. You can fool your opponent into making mistakes if they roll at you, wait until the end of their roll, then have Blanka roll and immediately go into the motion for his Rolling Attack. I can't begin to tell you how effective this is, how many players fall for it and how risky it is against any opponent who fails to stop it with a standing Jab Punch! Regardless, Blanka should be on everyone's team. He is a free character with Ratio 2 strength, which is even more deadly if you add the extended damage feature that each character maintains at the maximum levels of your Super Gauge in both Capcom and SNK groove.

### Extended Normal Moves

Roundhouse Sweep  $\rightarrow +$  Hard Kick  
Double Head Butt  $\rightarrow +$  Hard Punch  
Double Knee  $\rightarrow +$  Light Kick  
Slide Attack  $\rightarrow +$  Hard Punch

### Special Moves

Rolling Attack—Charge  $\leftarrow$  for two seconds,  $\rightarrow +$  Punch  
Back Step Rolling—Charge  $\leftarrow$  for two seconds,  $\rightarrow +$  Kick  
Vertical Rolling—Charge  $\leftarrow$  for two seconds,  $\rightarrow +$  Kick  
Electric Thunder—Press any Punch button repeatedly  
Forward or Back Dash  $\rightarrow$  or  $\leftarrow$  + both Kick buttons simultaneously

### Super Moves

Direct Lightning—Charge  $\leftarrow$  for two seconds,  $\rightarrow + \rightarrow +$  Punch  
Shout of Earth—Charge  $\leftarrow$  for two seconds,  $\rightarrow + \rightarrow +$  Punch



## KEN RATIO 2

Ken benefits as well from the return to the old-school style of gameplay. He's similar to his Street Fighter Alpha (Fast roll) and Street Fighter Alpha 2 (new kick maneuvers) counterparts. Ken's new Russian Kyoku Kick has good priority, but cannot be done in a combo at all. Now with two different types of rolls, Ken can put on the pressure more than ever with his quick moves and random uppercut with no delay. Ken's Hadouken/Shouryuken trap only works at the end of the screen due to the game engine inhibiting projectile-heavy gameplay.

## Extended Normal Moves

Overhead Kick—→ + Light Kick  
Roundhouse Sweep—→ + Hard Kick

## Special Moves

Hadouken—↓ → → Punch  
Shouryuken—→ → → Punch  
Tatsumaki Senpu Kyaku (can also be done in air)—  
↓ → → Kick  
Russian Kyoku—→ → → Kick

## Super Moves

Shouryureppa—↓ → → → → Punch  
Shinryuken—→ → → → → Kick  
Shippu/masakyaku—↓ → → → → Kick



## BALROG RATIO 2

The strongest of the Ratio 2 characters—yes, that includes Zangief and R. Bison—Balrog is another character along with Blanka that should be up for consideration on every person's team, just because of his strengths and overall effectiveness. Balrog plays much better than he did in Street Fighter Alpha 2, more so like his Super Street Fighter II Turbo counterpart The Buffalo Headbutt returns, but it does not go through projectiles anymore. His roll is actually a forward dash that goes through projectiles and other various moves, but looks like a dodging maneuver instead. Balrog players can sneakily perform a Buffalo Headbutt immediately following this, because it looks as though Balrog is not charging for this move. Normally most players can see that Balrog must duck in order to "charge" for this move, but since Balrog's roll is actually a dash, it looks like he is moving freely at the opponent without a charge. Balrog can easily combine numerous crouching light punches into a Dash Straight, or Dash Ground Straight, then shift toward the opponent and try again. There's a trick that will allow you to get the Dash Ground Straight to appear instantly and catch your opponent off-guard, making him or her think that you're not charging for any particular move. In essence, you are not; the "charge" will automatically be registered when Balrog rolls to the other side of an opponent. Now you can easily perform the Dash Ground Straight just by holding the joystick in the offensive or defensive crouch position (depending on where your opponent is at the moment of intended impact). To make matters worse, Balrog's Super Dashing Straight has such high priority that he will almost always get a free hit in after it's blocked. Clearly one of the most complete characters in the game, and well-adjusted to the gameplay engine.

## Extended Normal Moves

Roundhouse Sweep—→ + Hard Kick  
Anti-Air Fistic Punch—→ → → Punch

## Special Moves

Dash Straight—Charge → for two seconds, → + Punch  
Buffalo Headbutt—Charge → for two seconds, ↑ + Punch  
Dash Ground Straight—Charge → for two seconds, → + Punch  
Dash Uppercut—Charge → for two seconds, ↑ + Kick  
Turn Punch—Hold both Punch or Kick buttons, release.

## Super Moves

Crazy Buffalo—Charge → for two seconds, → → → → Punch  
Gigaton Blow (Level 3 Capcom groove or SNK groove MAX)—Charge → for two seconds, → → → → Kick



## E. HONDA RATIO 2

E. Honda can still two-in-one from his crouching Light Kick and play a game of cross-up confusion with his flying sumo drop (Super Hyakken Otoshi!!). Mix up these tactics by performing this maneuver with a Light Kick, then a Hard Kick. E. Honda's spash (jump in with Hard Kick) has high priority and his Super Zutsuki headbutt still maintains somewhat of an advantage as an effective anti-air counter. E. Honda plays much like his Alpha 3 counterpart, but adds his overall technique from Super Street Fighter II Turbo in terms of effectiveness, only because of the omitted Air Blocking technique.

## Extended Normal Moves

Spash (in air)—→ + Hard Kick

## Special Moves

Super Zutsuki—Charge → for two seconds, → + Punch  
Super Hyakken Otoshi—Charge → for two seconds, ↑ + Kick

Oicho Slam—Rotate the joystick or D-pad 360° + any Punch button

Hundred Hand Slap—Press any Punch button repeatedly

## Super Moves

Oni Muso—Charge → for two seconds, → → → → Punch

Orochi Crush—(Level 3 Capcom groove or SNK groove MAX)—Rotate the joystick or D-pad 720° + Punch



## ZANGIEF RATIO 2

Zangief suffers the most of any of the Street Fighter characters because he is missing not only his crouching Strong Punch anti-air move, but he is also lacking the ability to effectively get in close to an opponent and grab them without being knocked out of the air with some type of anti-air move. His crouching Hand Punch has no priority against players that rely on sweeps or other various low attacks; it can be easily countered. Zangief's main anti-air move is his Double Lariat with both Kick buttons... but getting close to an opponent is another story. Your main offensive strategy is to perform a Screw Piledriver on your opponent after using the rolling technique. Zangief's Vandalism Flat has lost its luster since rolls can go through projectiles, have no lag and are much more effective in setting up an offensive scheme anyway.

## Special Moves

Vandalism Flat—→ → → → → Punch

Screw Piledriver—Rotate the joystick or D-pad 360° + any Punch button

Atomic Suplex—Rotate the joystick or D-pad 360° + any Kick button

Power Bomb (H)—Rotate the joystick or D-pad 360° + Kick button

Double Lariat (High)—Press both Punch buttons simultaneously

Double Lariat (Low)—Press both Kick buttons simultaneously

## Super Moves

Aerial Russian Slam—→ → → → → Kick

Final Atomic Buster—Rotate the joystick or D-pad 720° + any punch button





## VEGA RATIO 1

Vega looks exactly like his Alpha 3 counterpart, but plays similar to his Super Street Fighter II Turbo alter ego. His Flying Barcelona Attack knocks down opponents once again, setting him up for another attempted Flying Barcelona Attack that can be used to cross up the opponent... or a flying Iuzna Drop, Vega's most damaging special move. Vega's anti-air crouching Fierce Punch is now  $\Delta$  + Hard Punch, and his crouching Strong Punch is now just a crouching Hard Punch. Use Vega's Flip Kick if an opponent is deep, and two-in-one the Rolling Crystal Flash from a crouching Light Kick if you are close enough. Vega may have lost most of his Alpha 3 priority, but his potential and returned Super Street Fighter II Turbo priority may bring him back to the top of the rankings.

### Extended Normal Moves

Anti-Air Fierce Claw— $\Delta$  + Fierce Punch

### Special Moves

Rolling Crystal Flash—Charge  $\leftarrow$  for two seconds,  $\rightarrow$  + Punch

Six High Claw—Charge  $\leftarrow$  for two seconds,  $\rightarrow$  + Punch

Flip Kick—Charge  $\leftarrow$  for two seconds,  $\rightarrow$  + Kick

Flying Barcelona Attack—Charge  $\leftarrow$  for two seconds,  $\rightarrow$  + Kick, any button

Iuzna Drop—Charge  $\leftarrow$  for two seconds,  $\rightarrow$  + Kick,  $\downarrow$  + Punch

Backward Flip—Both Punch or Kick buttons simultaneously

### Super Moves

Red Impact—Charge  $\leftarrow$  for two seconds,  $\rightarrow$  +  $\Delta$  + Punch

Scarlet Whirlwind—Charge  $\leftarrow$  for two seconds,  $\rightarrow$  +  $\Delta$  + Kick

Rolling Iuzna Drop—Charge  $\leftarrow$  for two seconds,  $\Delta$ ,  $\leftarrow$ ,  $\rightarrow$  + Kick,  $\downarrow$  + Punch



## SAGAT RATIO 3

The strongest of the boss characters, Sagat can easily perform his old Super Street Fighter II-style fast fireballs with almost no lag, and don't forget his immensely overpowered one-hit Tiger Uppercuts. Sagat's Tiger Genocide Super Move can easily go through most moves, and his standing Hard Punch still has remnants of old-school written all over it. Sagat likes to play keep-away and various mind games. Use his crouching Hard Kick two-in-one into a low Tiger shot to push your opponent away if they try to play too many games of footsie. Mix up your tactics with crouching Light Punch, crouching Light Kick, crouching Light Punch, two-in-one into low Tiger Shot to surprise an opponent as well. It does not connect as a combo attack, but it is a great push-away tactic if an opponent gets a little too close for comfort.

### Extended Normal Moves

Roundhouse Sweep— $\Delta$  + Hard Kick

### Special Moves

Tiger Shot— $\downarrow$   $\rightarrow$  + Punch

Low Tiger Shot— $\downarrow$   $\rightarrow$  + Kick

Tiger Knee— $\rightarrow$   $\downarrow$  + Kick

Tiger Uppercut— $\rightarrow$   $\downarrow$  + Punch

### Super Moves

Tiger Genocide— $\downarrow$   $\rightarrow$   $\rightarrow$   $\rightarrow$  + Punch

Tiger Blast— $\rightarrow$   $\downarrow$   $\rightarrow$   $\rightarrow$  + Kick



## SAKURA RATIO 1

One of the best Ratio 1 characters in the game, Sakura looks weak at first, but has increased priority on her cross-up combo (which caused nightmares for everyone playing against her in Street Fighter Alpha 2) and has easier Super Moves from crouching Light Punches and Light Kicks that will annoy you to oblivion. Factor in Sakura's roll—which has some of the highest priority in the game—and you have an elite character in the making once again. What's that you say? You can't be crossed up because you will just roll out of the way when you see it being attempted? Sakura's jump is much quicker and much harder to calculate if you are on the defensive. Yes, her standing Hard Kick (Roundhouse Kick) has lost some momentum, but her crouching Hard Punch (Fierce Punch) has taken its place as her most effective anti-air move.

### Extended Normal Moves

Overhead— $\rightarrow$  + Light Kick

### Special Moves

Hadouken— $\downarrow$   $\rightarrow$  + Punch

Shoukyoku— $\downarrow$   $\rightarrow$  + Kick

Shippurenyaku (after Shoukyoku)— $\downarrow$   $\rightarrow$  + Kick,  $\downarrow$   $\rightarrow$  + Kick

Koushouken— $\rightarrow$   $\downarrow$  + Punch

### Super Moves

Spring One Round— $\downarrow$   $\rightarrow$   $\rightarrow$   $\rightarrow$  + Punch

Shun Ippen— $\downarrow$   $\rightarrow$   $\rightarrow$   $\rightarrow$  + Kick



## M. BISON RATIO 3

The fearless dictator looks impressive, gone is the "chunky" M. Bison we have grown accustomed to from the Street Fighter Alpha series, and back from the guts of Super Street Fighter II is a sleeker version of what M. Bison should have looked like all along. Bison's most powerful move is his Head Press, which eats up a large portion of damage—as befits a Ratio 3 character—but is very slow and is telegraphed quite easily anyway. Bison's Somersault Skull Diver is the X Mode Street Fighter Alpha 3 version. It can still be faked as if you are actually performing that move (or an upcoming Head Press), but you can land next to your opponent and end up throwing them quite easily. Bison's new Psycho Impact can only be two-in-one into a combo off of a crouching Light Punch or two, and his new Psycho Vanish is worthless. This is what took the place of the Psycho Crusher and projectile that he used to rely on extensively? The Psycho Crusher is now only available as a Super Move; fortunately, each Double Knee Press—when successfully connected—will knock down your opponent, setting them up for another combo attack from crouching Light Punch or Light Kick. Use a standing Hard Punch as an effective anti-air maneuver.

### Extended Normal Moves

Anti-Air Fierce Punch—Standing hard Punch

### Special Moves

Psycho Impact—Charge  $\leftarrow$  for two seconds,  $\rightarrow$  + Punch

Psycho Vanish— $\downarrow$   $\rightarrow$  + Punch

Double Knee Press—Charge  $\leftarrow$  for two seconds,  $\rightarrow$  + Kick

Somersault Skull Diver—Charge  $\leftarrow$  for two seconds,  $\rightarrow$  + Punch

Head Press—Charge  $\leftarrow$  for two seconds,  $\rightarrow$  + Kick

### Super Moves

Psycho Crusher—Charge  $\leftarrow$  for two seconds,  $\rightarrow$  +  $\Delta$  + Punch

Knee Press Nightmares—Charge  $\leftarrow$  for two seconds,  $\rightarrow$  +  $\Delta$  + Kick







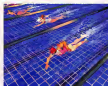
His legs take him 200m in 19.32 seconds.

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Dreamcast



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# Ridge Racer V



by Ara Shirlan

## RIDGE RACER V



Ridge Racer V is one of Namco's first PlayStation 2 games. Much like the original Ridge Racer, which was also Namco's first PlayStation game, RRV development was well underway even before all the hardware specifications and capabilities were known! What you have as a result is a game that hardly pushes the PS2 limits yet still looks better than any other racing game of its time. There are plenty of secrets to find in RRV, and we'll blow all the doors open right here!

### HOW TO UNLOCK EVERYTHING!

This table details every single item that can be acquired or unlocked in the game. Most of these build on top of the previous ones, so you'll be forced to complete many of these in the order they're listed.

Do This...	For This Result...
Clear Standard class GP	Acquire the Standard car + engine you just used. Acquire Standard class GP trophy. Unlock new design mode features. Unlock Extra class GP 1.
Clear Extra class GP 1	Acquire the Extra car + engine you just used. Acquire Extra class GP 1 trophy. Unlock Sunny Beach in Time Attack & Free Run modes. Unlock Extra class GP 2.
Clear Extra class GP 2	Acquire Extra class GP 2 trophy. Unlock Green Field in Time Attack & Free Run modes. Unlock Extra class GP 3.
Clear Extra class GP 3	Acquire Extra class GP 3 trophy. Unlock all normal courses except Airport Oval in Time Attack & Free Run modes. Unlock Extra class GP 4.
Clear Extra class GP 4	Acquire the Oval engine for the car you just used. Acquire Extra class GP 4 trophy. Unlock Airport Oval in Time Attack & Free Run modes. Unlock Maximum class GP (Hard difficulty only). Unlock more new design mode features. Acquire Maximum class trophy.
Clear Maximum class GP	Unlock Duel mode vs. that Rival.
Beat all of one Rival's times in Time Attack	Acquire that Rival's car + engine.
Clear any Duel	Acquire that Rival's Medal. Unlock Battle Royal in Duel mode. Acquire Battle Royal Medal. Unlock 99 Trial.
Clear all four Duels	Acquire 99 Trial trophy.
Clear Battle Royal	Acquire three new music selections.
Clear 99 Trial	Acquire one new music selection.
Accumulate 250 miles	Acquire Pac-Man's car + engine.
Accumulate 1,500 miles	Unlock Pac-Man GP.
Clear Pac-Man GP	Acquire the four ghost cars + engines.

### DUEL MODE



After you finish all four Extra GPs, beat these times in Time Attack to challenge your rivals and unlock Duel mode! One duel will be unlocked for each rival whose times you beat in both Standard Time Attack and Extra Time Attack. In the table below you'll find all of the rivals' times.

Course	Time to beat	Rival
Sunny Beach (Standard)	3:24.765	Duel
Green Field (Standard)	4:44.765	Angel
Park Street (Standard)	3:42.765	Spine
Outer Pass (Standard)	3:43.765	Phyto
Green Field (Extra)	4:13.765	Class
Sunny Beach (Extra)	3:03.765	Angel
Myrtle Line (Extra)	3:49.765	Spill
Above The City (Extra)	3:43.765	Phyto



### 99 TRIAL MODE



This endurance challenge appears in your race menu after you've cleared the Battle Royal. You must race 99 laps on Sunny Beach! It's not really hard, but it will take you at least an hour and a half, probably more. Because the distance of the race is so long, the opponent cars will be spaced further apart and they'll be more difficult to overtake. Don't be surprised if it takes you 20 laps just to pass one car! Because of this, drafting is crucial. Get directly behind an opponent when you approach from behind for a small speed boost. Don't forget to get out of the way before you collide, though!



### PAC-MAN MODE



If you have the patience to accumulate over 1,500 miles on your odometer, Pac-Man will appear in your race menu. 1,500 miles is a long, long distance. The best way to fulfill this requirement is to take the Kemata Angelus out on the Airport Oval in Free Run. With the fastest car on the fastest course, you'll be able to average over 235 miles per hour.



**RIDGE CITY MAP**

Here is a map of all the courses in Ridge City. Many of them intersect and overlap, which is why it doesn't really look like there are seven separate ones.





## SECRET CAR CATALOG

Here are the details on all the secret cars in the game!  
All of these are considered to be "Duel" category cars.



**Denver SPECTRA** (Duel)



Type:	Drift
Length:	225 in.
Width:	15 in.
Height:	5 in.
Weight:	1,198 lbs.
Top Speed:	249 mph
Max RPM:	10,500
Max Power:	3,221 ps @ 9,000 rpm
Max Torque:	340 kg-m @ 5,300 rpm
Engine Name:	160-G2TE
Engine Type:	V16-SOHC Super Charger
Displacement:	16,000 cc
Transmission:	6AT/6MT
Drivetrain:	FR



**Rivolta CRINALE** (Duel)



Type:	Drift
Length:	193 in.
Width:	16 in.
Height:	4 in.
Weight:	2,557 lbs.
Top Speed:	311 mph
Max RPM:	12,000
Max Power:	2,205 ps @ 10,500 rpm
Max Torque:	100 kg-m @ 9,750 rpm
Engine Name:	V76SDV
Engine Type:	V12-DOHC Turbo
Displacement:	5,000 cc
Transmission:	7/12/7MT
Drivetrain:	MR



**Soldat RUMEUR** (Duel)



Type:	Grip
Length:	132 in.
Width:	65 in.
Height:	18 in.
Weight:	2,279 lbs.
Top Speed:	233 mph
Max RPM:	7,500
Max Power:	421 ps @ 6,000 rpm
Max Torque:	61 kg-m @ 6,000 rpm
Engine Name:	GC111SLM
Engine Type:	V6-DOHC
Displacement:	3,600 cc
Transmission:	3/12/5MT
Drivetrain:	FR



**Kamata ANGELUS** (Duel)



Type:	Grip
Length:	175 in.
Width:	33 in.
Height:	12 in.
Weight:	2,311 lbs.
Top Speed:	361 mph
Max RPM:	12,500
Max Power:	1,151 ps @ 11,250 rpm
Max Torque:	110 kg-m @ 6,250 rpm
Engine Name:	KJ-CLMX
Engine Type:	KAYMEL W/S
Displacement:	6,100 cc
Transmission:	7/12/7MT
Drivetrain:	MR



**PAC-MAN** (Duel)



Type:	Drift
Length:	80 in.
Width:	39 in.
Height:	44 in.
Weight:	280 lbs.
Top Speed:	164 mph
Engine Name:	PWD1983
Engine Type:	Power Pellet
Transmission:	4AT/4MT



**BLINKY** (Duel)



Type:	Grip
Length:	76 in.
Width:	31 in.
Height:	46 in.
Weight:	154 lbs.
Top Speed:	199 mph
Engine Name:	FM-CHRI
Engine Type:	Cherry
Transmission:	4AT/4MT



**INKY** (Duel)



Type:	Drift
Length:	70 in.
Width:	31 in.
Height:	46 in.
Weight:	154 lbs.
Top Speed:	235 mph
Engine Name:	FM-CHRI2
Engine Type:	Strawberry
Transmission:	5AT/5MT



**PINKY** (Duel)



Type:	Grip
Length:	70 in.
Width:	31 in.
Height:	46 in.
Weight:	154 lbs.
Top Speed:	193 mph
Engine Name:	FM-CHRI3
Engine Type:	Galation
Transmission:	1AT/1MT



**CLYDE** (Duel)



Type:	Drift
Length:	70 in.
Width:	31 in.
Height:	46 in.
Weight:	154 lbs.
Top Speed:	193 mph
Engine Name:	FM-CHRI4
Engine Type:	Key
Transmission:	3AT/3MT

# The battle begins when life ends.

Ragnarok, the apocalypse, is approaching.

Your ultimate purpose will transcend life itself.

From the creators of 'STAR OCEAN: The Second Story' comes Valkyrie Profile™, a stunningly beautiful RPG adventure with a story like none before.

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Mild Suggested Violence  
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Suggestive Themes

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- Enter all new Arenas to challenge over 45 menacing AC's.
- Over-Boost Propulsion generates lightning speed for AC units.
- More than 35 Single-Player Missions and 13 VS. Battle Stages.

## "Mech combat at its finest"

- PBM 100% Independent PlayStation Magazine



Enhanced propulsion technology



Destroy it!



Challenge a friend in 2-player split-screen action



Wield an energy blade in close-quarters combat



Customize your A.C. for maximum damage



Replays highlight your destructive kills

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## ETERNAL RING

**D**eveloped by From Software, *Eternal Ring* can best be described as *King's Field* for the PlayStation 2. The original series had lots of slowdown, dark graphics and a horizon line that was too close, making it difficult or impossible to see faraway objects. Although the engine is similar, *Eternal Ring* never slows down, the graphics are bright and smooth and in some places in the game you can see way off into the distance. It's everything that *King's Field* was supposed to be. One of the gameplay differences between *Eternal Ring* and *King's Field* is that *Eternal Ring* is all about magic and spells (represented as rings in the game). Weapons and other equipment are only marginally important to your success. In this strategy, we'll concentrate on showing you how to obtain all 100 rings!



## USING MAGIC

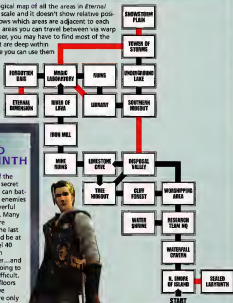
Magic is so important that you should really stock up on MP-healing items when you have the chance. If you can buy about 80 Magic Stones, that will be enough to last you through the whole game. You don't have to buy them all right away, but it's nice to have a stock of about 20 on hand for emergencies. Instead of buying healing items, just create a healing ring like Earth Heal and replenish your MP as necessary.

## GENERAL STRATEGY

To progress in *Eternal Ring*, there are two important things to keep in mind. First, magic is the key. There are many enemies that will take forever to kill with your sword, but you'll be able to defeat them with only a few hits of the right magic. Second, experience points are crucial. When you enter a new area in the game, you might be overwhelmed by the strength of the enemies. Take it easy and defeat weaker ones to build up your strength first. B. patient!

## ISLAND MAP

Here is a topological map of all the areas in *Eternal Ring*. It's not to scale and it doesn't show relative positions; it only shows which areas are adjacent to each other and what areas you can travel between via warp points. Remember, you may have to find most of the warp points that are deep within the island before you can use them in both directions. Black lines denote adjacent areas and red lines denote areas connected by warp points.



## THE SEALED LABYRINTH

Near the end of the game, there's a secret area where you can battle super-tough enemies and obtain powerful items and rings. Many enemies here are stronger than the last boss! You should be at least above level 40 before you even attempt to enter...and even then it's going to be extremely difficult. There are four floors here and no save points. There are only two exits, one at the beginning and one at the very end of the 4th floor. You can find the labyrinth by walking along the west shoreline at the North Shore of the island, where you begin the game. It looks like you'll drown, but if you walk next to the cliffs you'll have enough room. The entrance is guarded by a door; you'll need a Light or Dark spell (like Divine) to open it.







## RINGS

The main focus of the game is centered around creating rings that give you special powers and abilities. All of the weapons in the game are only useful for close, hand-to-hand combat, and most of them are too weak to be effective. For the first part of the game, you'll be heavily dependent on your weapons...but as you progress, you'll have to resort to using magic as your primary attack. The only way to get most magic is to make rings! Once you get the Water Key and reach the save point just before the Worshipping Area, you'll be able to enter the



Attack Magic Rings

Assist Magic Rings

Special Magic Rings

Single Attribution Rings

Dual Attribution Rings

Extra Rings

special area called "Forgotten Dais" where you can create new rings. There are three major categories of rings: Magic, Attribution and Extra. Extra rings cannot be created; they must be found in different places throughout the island. To create a Magic ring, you must first find a Ring of Magic. You can then combine gems with the plain Ring of Magic to create a new Magic ring. Creating an Attribution ring is similar to a Magic ring, but you don't need a Ring of Magic.

## GEMS

On the island, you'll find all kinds of gems. These are essential for creating rings. Each gem has an element (color) and a level associated with it. The table below shows the correspondence of gem names with their level and element:

Element	Level	1	2	3	4	5
Fire (red)	Glowing	Flame	Lava	Phoenix	Fire Dragon	
Earth (yellow or orange)	Leaf	Tree	Forest	Mountain	Earth Dragon	
Wind (green)	Feather	Winged	Cloudy	Tornado	Wind Dragon	
Water (blue)	Watery	Waterfall	Sea	Iceberg	Water Dragon	
Light (white)	—	—	Sunbeam	Divine	Light Dragon	
Dark (black or purple)	—	—	Dead	Ritual	Dark Dragon	

For the remainder of this strategy, I'll only refer to gems by their level and element, e.g. Level 5 Fire gem.

## MAGIC RING CREATION RULES

When you create a magic ring, you must combine up to six gems in different positions with a Ring of Magic. There are a lot of random elements involved when you do this. However, if you use only certain combinations of gems, you'll be able to predictably create any ring you want! Just follow the steps below:

## 1. Ring Element

All gems on the three spaces on the left side must be of the same element, or color. This determines the element of the ring you want to create.

## 2. Ring Subtype

There are three subtypes of Magic rings. These rules determine what subtype of ring you'll create:

- If you want to create a Special ring, you must use six of the exact same level 4 or 5 gem.
- If you want to create an Attack ring, all gems on the three spaces on the right side must be either Fire, Wind or Light.
- If you want to create an Assist ring, all gems on the three spaces on the right side must be either Water, Earth or Dark.

## 3. Ring Level

Most rings have a "Level" associated with them. As illustrated in the Magic Ring List, each ring can be uniquely identified by a combination of Element, Subtype and Level. The rules below will determine what level your ring will be:

If you're creating a ring of element Fire, Earth, Wind or Water, use this table to determine the level of your ring. The "Gem Total Lv" is the sum of all the levels of the gems you combine.

Gem Total Lv.	Ring level
2-7	1
8-13	2
14-19	3
20-30	4

If you're creating a ring of element Light or Dark, use these tables instead:

For Light or Dark  
Attack Rings:

Gem Total Lv.	Ring level
4-13	1
14-19	2
20-29	3

For Light or Dark  
Assist Rings:

Gem Total Lv.	Ring level
4-19	1
20-30	2

## EXAMPLE



To see how all this works, let's suppose we want to create the "Floating Bomb" ring. Looking at the Magic Ring List, we see that the ring has the Fire element, it's of the Attack subtype and its level is 3. First, in order to make a Fire ring, all of the gems on the left side must be Fire (red). Next, since we want an

Attack ring, we know that all the gems on the right side must be either Fire, Wind or Light. Finally, to create a Level 3 ring, we must make sure that the sum of all the levels of the gems must add up to some number between 14 and 19. One combination that would work is to put two Level 3 Fire gems on the left side and two Level 3 Wind gems plus one Level 2 Wind gem on the right side. If this sounds confusing, with each entry in the Magic Ring List there's an example combination that will result in the ring in its row. These examples use an abbreviated notation:

Abbreviation	Meaning
(L)	Gems in parentheses to be placed on the left side
R()	Gems in parentheses to be placed on the right side
Fi	Fire gem
Wa	Water gem
Er	Earth gem
Wi	Wind gem
Li	Light gem
Da	Dark gem
Fl1	Fire gem, level 1
Da4	Dark gem, level 4
etc.	

So, the notation L(Er3,Er3,Er3),R(Li3,Er3) means three Level 3 Earth gems on the left, two Level 3 Earth gems on the right.

## MAGIC RING LIST

Mag. Element	Subtype	Level	Mag. Name	Example Combination Gems Required & Positions	Attribute Effects	Fire	Earth	Wind	Water	Light	Dark	Str.	Total Atk/Def, MP	Value	Used	Comments
FIRE	Attack	1	Fire Ball	LP13, RW11	+15	15	2	Weak but fast.								
		2	Fire Wall	LP13, RW13, RW11	+30	30	4	Ground projectile.								
		3	Flaming Bomb	LP13, RW13, RW11, RW12	+45	45	6	Affects both ground & air enemies.								
		4	Bombard	LP13, RW13, RW11, RW12, RW14	+75	70	16	Fast and powerful.								
		5	Silence	LP13, RW11	+15	15	8	Makes enemies unstable.								
	Special	1	Weakness	LP13, RW13, RW11	+30	31	6	Weakens target's physical attacking strength.								
		3	After Fire	LP13, RW13, RW14, RW15	+50	47	10	Changes target's type and lowers its capabilities.								
EARTH	Attack	1	Metallig Arrow	LP13, RW11	+15	15	3	Weak but fast.								
		2	Thunder	LP13, RW13, RW11	+30	30	6	Ground projectile.								
		3	Poison	LP13, RW13, RW11, RW12	+45	45	10	Inflicts "Poison" status on enemy.								
		4	Mist	LP13, RW13, RW11, RW12, RW14	+75	68	16	Inflicts "Poison" status on enemy. Wider range.								
		Special	1	Earth Rest	LP13, RW11	+15	15	12	Restores some HP.							
	2		Protect	LP13, RW13, RW11	+30	25	10	Invokes protection against all bad status effects.								
	WIND	Attack	1	Wind Cutter	LP13, RW11	+15	15	3	Weak but very fast.							
2			Sonic	LP13, RW13, RW11	+30	29	8	Ground projectile.								
3			Tornado	LP13, RW13, RW11, RW12, RW14	+45	47	16	Affects both ground & air enemies.								
4			Vortex	LP13, RW13, RW11, RW12, RW14, RW15	+75	72	20	Fast and powerful.								
5			Turbulence	LP13, RW11	+15	15	8	Makes enemies unstable.								
Special		1	Confusion	LP13, RW13, RW11	+30	28	12	Confuses enemies for 10 seconds.								
		2	Immobilize	LP13, RW13, RW11, RW12, RW14	+75	70	20	Makes you immobile.								
WATER	Attack	1	Ice Needle	LP13, RW11	+15	15	4	Projectile freezes enemy briefly.								
		2	Ice Wall	LP13, RW13, RW11	+30	30	8	Ground projectile.								
		3	Ice Trap	LP13, RW13, RW11, RW12, RW14	+45	49	8	Ground trap, only activates if an enemy walks over it.								
		4	Blizzard	LP13, RW13, RW11, RW12, RW14, RW15	+75	69	32	Short range.								
		5	Healing Water	LP13, RW11	+15	15	3	Recovers a little HP.								
	Special	1	Cure Water	LP13, RW13, RW11	+30	28	12	Recovers more HP.								
		2	Unpoison	LP13, RW13, RW11, RW12, RW14	+75	44	2	Recovers from "Poison" status.								
LIGHT	Attack	1	Divine	LP13, RW11	+15	36	16	Instantly kills enemies with no resistance to light.								
		2	Thunder	LP13, RW13, RW11, RW12	+30	62	24	Lightning appears in front of you.								
		3	Holy Flash	LP13, RW13, RW11, RW12, RW14	+45	77	32	Powerful sparkling projectile.								
		4	Alberic	LP13, RW13, RW11	+30	58	16	Makes you attack weak magic.								
		5	Bless	LP13, RW13, RW11, RW12, RW14	+75	72	64	Makes enemy attack for 10 seconds.								
	Special	1	Light Dragon	LD16	+20	20	20	The most powerful Light magic.								
	DARK	Attack	1	Banishment	LP13, RW11	+15	37	16	Instantly kills enemies with no resistance to dark.							
2			Dark Thunder	LP13, RW13, RW11, RW12	+30	58	24	Creates a ball of lightning to fire at enemies.								
3			Dark Flash	LP13, RW13, RW11, RW12, RW14	+45	67	32	Powerful sparkling projectile.								
4			Guardian	LP13, RW13, RW11	+30	49	16	Makes you absorb weak magic.								
5			Dark Stop	LP13, RW13, RW11, RW12, RW14	+75	70	64	Inflicts "Paralyze" status on enemy.								
Special		1	Dark Dragon	DD16	+17	17	20	The most powerful Dark magic.								

# ATTRIBUTION RING CREATION RULES

When you're making an Attribution ring, it doesn't matter where you place each gem. Only the element and level of the gems matter. There are two subtypes of Attribution ring: Single and Dual. If you want to create a Single ring, you must use only gems of the same element. If you mix elements, you'll get random results. Use this table to determine what level your Single Attribution ring will be:

Gem Total Lv.	Ring level
1-8	1
9-14	2
15-30	3

It's harder to create a Dual ring, since the results will always be random, just mix gems of different elements together and hope for the best. When you mix gems of different elements, you'll get a Dual ring only about 25% of the time. However, none of the Dual rings are really worth having, since they only marginally increase your attributes.

## ATTRIBUTION RING LIST

Ring Element	Subtype	Level	Ring Name	Example Combination Gems Required	Attribute Effects	Total Attrib. Value
FIRE	Single	1	Ring of Heat	Flt	Fire +20	19
		2	Ring of Flame	Flt, Flt, Flt, Flt, Flt	Fire +40	37
		3	Ring of Inferno	Flt, Flt, Flt, Flt, Flt	Fire +60	76
	Dual	1	Wind Heat	Fire + Wind	Fire +20, Wind +10	30
		2	Earth Heat	Fire + Earth	Fire +20, Earth +10	30
		3	Sword Heat	Fire + Light or Dark	Fire +20, Light or Dark +10	30
EARTH	Single	1	Ring of Earth	Ear	Earth +20	19
		2	Ring of Rock	Ear, Ear, Ear, Ear, Ear	Earth +40	37
		3	Ring of Nature	Ear, Ear, Ear, Ear, Ear	Earth +60	77
	Dual	1	Fire Stone	Earth + Fire	Earth +20, Fire +10	30
		2	Water Stone	Earth + Water	Earth +20, Water +10	30
		3	Sword Stone	Earth + Light or Dark	Earth +20, Light or Dark +10	30

WIND	Single	1	Ring of Breeze	Wt1	Wind +20	19
		2	Ring of Gust	Wt2, Wt2, Wt2, Wt2, Wt1	Wind +40	37
		3	Ring of Storm	Wt3, Wt3, Wt3, Wt3, Wt2	Wind +60	74
	Dual	1	Fire Breeze	Wind + Fire	Wind +20, Fire +10	30
		2	Water Breeze	Wind + Water	Wind +20, Water +10	30
		3	Sword Breeze	Wind + Light or Dark	Wind +20, Light or Dark +10	30
WATER	Single	1	Ring of Rain	Wat1	Water +20	19
		2	Ring of Sea	Wat2, Wat2, Wat2, Wat2, Wat1	Water +40	37
		3	Ring of Abyss	Wat3, Wat3, Wat3, Wat3, Wat2	Water +60	77
	Dual	1	Wind Rain	Water + Wind	Water +20, Wind +10	30
		2	Earth Rain	Water + Earth	Water +20, Earth +10	30
		3	Sword Rain	Water + Light or Dark	Water +20, Light or Dark +10	30

DARK	Single	1	Ring of Light	LS	Light +20	19
		2	Ring of Shine	LS, LS	Light +40	37
		3	Ring of Glare	LS, LS, LS	Light +60	77
	Dual	1	Ring of Shadow	DaS	Dark +20	19
		2	Ring of Night	DaS, DaS	Dark +40	30
		3	Ring of Chaos	DuS, DuS, DuS	Dark +60	75

## EXTRA RING LIST

Ring Element	Ring Name	Found In	Attribute Effects	Total Attrib. Value	Comments
FIRE	Power of Branch	Limestone Caves	Fire +3	8	Attack four times rapidly instead of once.
	Turn Edge	Sealed Labyrinth, 2nd Floor	Fire +4	8	Enables your sword to fire.
EARTH	Ring of Growth	Flt Forest	Earth +2	16	Increases weapons attack from lightning attacks.
	Power of Growth	Flt Forest	Earth +2	16	Gain experience slowly as you walk.
WIND	True Sight	Southern Hideout	Wind +1	1	Let's you see things that you can't see normally.
	Power of Seek	Library	Wind +2	5	Modifies magic to ignore all defenses.
WATER	Clarify	Iron Mill	Water +2	10	Speeds up magic gauge recovery by 25%.
	Power of Time	Flt Forest	Water +1	1	Slows down passage of time.
LIGHT	Fortune	Sealed Labyrinth, 3rd Floor	Light +5	5	Double frequency of items dropped by enemies.
	Enlightenment	Snowstorm Plain	Light +1	16	Decreases MP used for magic by 30%.
DARK	Secretive	Magic Laboratory, Library	Dark +2	2	Restores life upon death. Disappears after one use.
	Create Life	Sealed Labyrinth, 2nd Floor	Dark +1	20	Continuously gain HP at a slow rate.
DARK	Dark Pact	Sealed Labyrinth, 2nd Floor	Dark +3	13	Continuously gain MP at a slow rate.



0.07 min - GEAR BOX PROBLEM.  
GROUP 10 22nd POSITION.

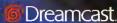
11:40 pm - WHEELS CHANGED.  
17th POSITION.

2:18 am - SPUN INTO  
GUARD RAIL.  
15th POSITION.

4:00 am - TWELVE HOURS DOWN  
AND TWELVE TO GO.  
200 MILES PER HOUR  
ZERO MARGIN FOR ERROR.



# TEST DRIVE LE MANS



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Armored Core fanatics have been eagerly awaiting this, the first "true" sequel to the original Armored Core, ever since From Software announced its development for PlayStation 2. I am happy to say that—while Armored Core 2 doesn't stray too far from the path of the earlier AC titles—fans will not be disappointed. This guide concentrates on the different parts in the game, including a complete listing of every single part along with important stats and info about how to find all of the hidden parts in the missions and arena. We'll also uncover the all-important "Human Plus" trick and reveal how it's done. And don't forget to check out the "Hard Core" column on page 122 to see how some of these parts fit together to create awesome Cores.

## HEAD UNITS

The computer systems of your Core are stored in its head; these include the various sensors, mapping and radar functions. AC 2 head units include hacking functions, which allow you to open certain locked doors throughout the game. The head unit also provides a small amount of the total Armor Points.

Name	Price	Weight	Energy Drain	Armor Point	Defense Point	Computer Ability	Map Type	Radar Range	Radar Type
ZHD-GE/DHR	25700	114	350	745	155	360	None	N/A	N/A
EHD-GN-02	33800	378	702	1012	495	712	None	N/A	N/A
EHD-NIGHTEYE	49700	197	680	840	332	498	Area & Place Name	300	Standard
EHD-GARD19300	156	405	597	276	1094	None	N/A	N/A	
ZHD-06/KW	30500	253	480	945	25	337	Area Memory	270	Standard
EHD-ONE-NT	52400	168	982	720	349	398	Area Memory	340	Standard
ZHD-8008/S	41500	179	431	922	274	347	Area & Place Name	475	Standard
ZHD-AG/TURRET	44700	197	538	1000	359	780	None	N/A	N/A
ZHD-MO/EGRET	89000	204	308	898	322	510	Area & Place Name	398	Standard
ZHD-2000/SV	38400	131	1045	784	297	376	Area Memory	280	Standard
EHD-DOME	52100	294	457	966	400	312	No Memory	N/A	N/A
EHD-WACS	73300	145	611	698	222	348	Area & Place Name	570	Standard

## CORE UNITS

Core units provide a large bulk of the total Armor Points; they also determine how many Option Parts you can equip onto your Core.

Name	Price	Weight	Energy Drain	Armor Point	Def-Shell	Def-Energy	Max Weight	VS SENS-Response	VS MAG-Angle	Option Slots
ZCX-F/ROCK	99800	1016	1083	2870	542	548	3170	0	0	16
ECM-XR00 62200	1100	1055	2640	504	465	33	22	48	64	11
ECL-ONE	89000	754	1320	2320	442	418	2915	42	48	16
ZCL-XA/2	110000	889	1773	2180	471	484	2832	0	0	21
ZCH-GR/1	74000	1322	973	3164	588	577	3690	0	0	10
ECH-D4	105000	1516	884	3008	664	603	3842	38	50	8

## STANDARD ARM UNITS

These arm units are capable of carrying both a right arm conventional weapon unit and a left arm laser blade or energy shield. They also provide basic Armor Points and defensive points to the Core.

Name	Price	Weight	Energy Drain	Armor Point	Defensive Point	Energy Supply	Movement Ability
ZAN-414/SLA	23800	1400	1510	1702	615	110	280
EAN-50	14800	1056	881	1630	625	80	256
EAN-CEX	19500	1238	1396	1684	691	100	279
ZAN-616/AUR	3700	1347	1204	1594	742	105	276
EAN-2112	24200	1243	920	1733	662	100	288
ZAN-202/TEM	21200	854	684	1777	503	100	276
EAN-02-8G	57000	887	855	1654	572	90	264
ZAN-303/S	36500	696	793	1570	393	135	276
EAN-1111	48800	906	932	1490	620	90	284
ZAN-707/E	44200	1684	1278	1930	850	100	288
EAN-MWZ	30500	1527	1100	1870	757	96	276
ZAN-004/S	62600	2020	1420	1990	833	110	300
ZAN-AX/VISE	34700	1480	1694	1587	653	130	282
EAN-MHKS	57000	1790	1373	1720	819	84	330

## WEAPON ARM UNITS

Weapon arms are dual weapons that replace standard arm units. These arms cannot equip normal right or left arm weapons, but are typically more powerful than standard weapons.

Note: Only one arm unit, the ZAW-2/SAMURAI, does not allow for Extension parts.

Name	Price	Weight	Energy Drain	Armor Point	Attack Power	Range	Number of Arms	Ammo type	Ammo Price	Max. Lock	Reload Time
ZAW-2/SAMURAI	128000	1418	85	1399	999	7	N/A	N/A	N/A	N/A	N/A
EAW-MG-03	58500	1530	85	1182	211	440	300	Solid	47	1	10
EAW-RZD	67700	1325	109	1550	1660	465	40	Solid	230	1	55
EAW-DC10	127800	1733	240	1114	2777	699	20	Solid	1210	1	90
ZAW-XPT9	82100	1900	491	975	820	680	48	Energy	N/A	1	74
ZAW-SPALSH	76400	1960	675	1310	150	350	64	Energy	N/A	1	28
ZAW-LC/NPM	94000	1830	820	1200	1611	415	36	Energy	N/A	1	74
EAW-X801	116000	2148	420	1176	1025	450	48	Solid	830	1	46
EAW-5604	99000	1275	377	1310	780	450	80	Solid	140	4	41

## LEGS

Legs determine the overall movement ability of the Core. They also add a considerable amount of Armor Points and help determine how much weight the Core can carry. There are different types of leg units, from average humanoid types to the heavily-armored but slow caterpillar treads. Experiment with different types to find the one that works best for you.

Name	Price	Weight	Energy Drain	Armor Point	Defensive Point	Maximum Weight	Moving Ability	Speed	Stability	Amp Function
ZLN-XXQ/TP	25000	1888	1844	3050	966	6354	384	274	1077	Provided
ZLN-XAL/FA	53700	2655	2350	3473	1141	5442	379	266	1425	Provided
ELN-2002AT	35000	2113	1313	3628	1046	4970	378	272	1106	Provided
ELN-02A	39000	1975	1782	3215	1076	5205	387	275	1213	Provided
ZLN-XA2/FF	45600	2310	1899	3380	1115	5312	388	273	1570	Provided
ZLN-EK/VRT	46700	1429	2398	2646	982	4010	577	452	570	Provided
ELN-701	68000	1990	3824	2464	879	4770	554	436	665	Provided
ZLN-WAO2/SS	72000	1675	2840	2939	1038	4400	568	445	932	Provided
ZLN-J/GR	45600	3070	2313	3763	1318	6518	253	146	2520	Provided
ELN-STVM	65000	3428	2414	3828	1410	7630	271	162	2998	Provided
ZLN-9001/A	54200	2850	2220	3682	1274	7020	259	153	3799	Provided
ELB-A1001	18000	2490	1412	2895	954	4756	445	320	2078	Provided
ZLB-3322/OP	32200	2649	1489	3123	1003	5240	452	322	2360	Provided
ELB-50058	30200	2074	1285	2740	797	4965	470	328	1974	Provided
ZLB-7744/NAT	41000	2877	1715	3602	1260	6500	338	223	3015	Provided
ELB-XXE-LAPIN	46000	2920	1568	3478	1163	6010	331	214	3378	Provided
ZLF-TROS/INTS	63000	2493	3310	2629	974	4140	608	487	1572	Provided
ZLF-A3/CARM	37000	2450	2996	3050	1082	5120	572	453	1733	Provided
ELF-DEX-2F	42000	2573	3225	2733	1144	4592	540	425	1840	Provided
ELF-50061	84200	2890	4005	3220	1180	5358	555	445	2950	Provided
ELF-XX33	78700	2650	3570	3722	1108	5820	473	360	1560	Provided
ZLC-M2/PIKE	36000	3027	3116	2938	1048	5480	440	300	1630	None
ELC-MLK0303	15000	4178	978	3640	1323	6950	364	255	3810	None
ELC-DIS1	59000	3636	2625	3833	1483	8600	396	269	5040	None
ELC-HTT0808	25700	2972	2922	3688	1281	7842	396	285	1741	None
ZLC-COAT/CYOR	74000	3120	3085	3624	1346	7200	395	274	4455	None
ZLR-K096/RJ	31000	2188	2425	2660	942	4530	537	433	997	None
ZLR-EE/STOL	49000	2584	3664	2940	1045	4940	554	444	1106	None
ZLR-MOC200/FG	67000	1900	3572	2720	833	5440	515	421	1007	None
ZLR-TB/UD	84000	2650	2871	2580	851	3660	630	510	980	None
ZLR-ZIO/MATRIX	125000	2675	3122	3122	1133	5370	594	476	1424	None





## BOOSTERS

Boosters consume energy and allow your Core to zip along the ground and fly into the air for limited distances. The better the booster unit, the longer your Core will be able to maintain its boosted speed and flight.

## FCS

These units determine the lock-on ability and range finding of your standard weapons. They are especially useful for missile units, as the better FCS units allow for multiple lock-ons. They also set the targeting window, from Wide & Shallow (a large window but a short range) to Narrow & Deep (a smaller window but with longer range targeting). Note that certain weapons have their own targeting windows regardless of the FCS you choose.

Name	Price	Weight	Energy Drain	Boost Power	Charge Drain
EBT-GE	11000	204	27	9800	4350
EBT-GE2100	13500	164	33	13050	4400
ZBT-H4/T	75000	235	38	17200	4600
EBT-V55	31700	150	30	14700	3870
ZBT-ZVARTERE	44000	312	41	21000	7000
ZBT-GE/X3000	62800	255	35	19300	5040
EBT-GR4300	52700	186	35	8800	2500

Name	Price	Weight	Energy Drain	Maximize Lock	Lock Speed	Weapon Sight	Sight Ability
DOX-105	11000	16	24	5	40	Standard	210
DOX-125	22800	18	24	2	29	Standard	224
DOX-PG2	16600	16	24	12	46	Standard	196
LODD-8	20300	8	12	2	33	Wide & Shallow	266
DOX-ALM 36000	10	16	4	33		Wide & Shallow	280
VERTEX-750/W	47800	12	19	6	41	Lengthway	238
LODD-BLAZER	62000	18	38	12	40	Sideway	214
VERTEX-124/E	97000	27	55	8	26	Narrow & Deep	182
LODD-QHT110000	37	65	12	29		Sideway	188
DOX-ELENA	92000	18	75	2	34	Narrow & Deep	126

## GENERATORS

These units determine the lock-on ability and range finding of your standard weapons. They are especially useful for missile units, as the better FCS units allow for multiple lock-ons. They also set the targeting window, from Wide & Shallow (a large window but a short range) to Narrow & Deep (a smaller window but with longer range targeting). Note that certain weapons have their own targeting windows regardless of the FCS you choose.

Name	Price	Weight	Energy Output	Maximum Charge	Redzone	Caloric Value
GPS-VA	20500	305	5782	28000	5800	2420
GPS-VN2	33400	360	5782	43000	4000	3884
GR-XR15000	23700	228	6560	38000	4000	2555
GR-XR/SEED	28000	238	7640	33000	4000	4622
HOY-8999	48000	348	9947	34000	4500	3760
HOY-81000	45000	398	13000	34000	2500	3500
GPS-8VX/10	57000	650	8900	48000	3500	5210
HOY-BV2500	38000	980	9210	53000	3000	2990

## RADIATORS

These units keep your Core cooled and help deflect some of the damage from solid ammunition-type weapons.

Name	Price	Weight	Energy Drain	Cooling	Forced Cooling
RFS-MER/SA	18700	125	124	4988	4988
RRX-COT-1000	24000	297	135	6700	4988
RBG-CM6	29800	153	201	6672	5976
RFS-MP/MKD	37500	376	329	6980	9260
RFS-MER/SA	65000	325	354	8218	8700
RRX-COT-1550	56000	288	1060	7640	10200
RRX-COT-GK10	74900	482	580	9877	9848
RBG-CLX5000	49000	775	925	11866	11214





*Mr. Takahiro is personally accountable for programming fun code. If you and your friends aren't completely freaked out with fun, then he will be fired. This will dishonor his family, which he can restore only by taking his own life with a sword.*



***Incredible Crisis. Severe Fun.***



# Armored Core 2



## INSIDE PARTS

An additional third weapon can be attached inside of your Core. These weapons include a wide variety of things like bomb and plasma dispensers as well as dummy and decoy dispensers.

Name	Price	Type	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Ammo Price	Range
INW-DEC-ODA	12700	Decoy Dispenser	101	130	N/A	12	Solid	140	20
INW-DEC-MQ2	25900	Decoy Dispenser	162	180	N/A	20	Solid	140	20
INW-EM-RRD	44000	ECM Maker	295	240	N/A	15	Solid	435	20
INW-DM-PUPPET	38000	Dummy Maker	143	210	N/A	32	Solid	210	20
INW-8D-X22	15400	Bomb Dispenser	133	85	680	20	Solid	240	0
INW-8D-VXK	19800	Plasma Dispenser	158	105	740	60	Energy	N/A	0
INW-DMR11	52800	Mine Dispenser	298	190	1475	80	Solid	400	25

## EXTENSION PARTS

Automated units which include booster enhancements and anti-missile defenses.

Name	Price	Type	Weight	Energy Drain	Boost Power	Charge Drain	Attack Power	Number of Ammo	Ammo Type	Ammo Price	Range
BEX-88210	17500	Back Booster	140	243	18000	5700	N/A	N/A	N/A	N/A	N/A
BEX-8D150	14500	Drive Booster	165	267	16000	4920	N/A	N/A	N/A	N/A	N/A
BEX-8RM-04	130000	Relation Missile	390	252	N/A	N/A	780	20	Solid	628	330
BEX-8RM-02	65000	Relation Missile	289	128	N/A	N/A	462	20	Solid	448	500
EEEX-AM45	27700	Anti-Missile	174	130	N/A	N/A	N/A	40	Solid	102	200
ZEX-RSHOUND	40900	Anti-Missile	231	181	N/A	N/A	N/A	40	Solid	136	230
BEX-8AM5-287	57000	Anti-Missile	285	117	N/A	N/A	N/A	50	Solid	160	250
ZEX-ALUREX	34000	Anti-Missile	270	148	N/A	N/A	N/A	40	Energy	N/A	100

## BACK WEAPON UNITS

A Core can carry two back-mounted weapons. Some of the larger back weapons require humanoid-legged Cores to kneel and fire from a stationary position.

Name	Price	Type	Weight	Energy	Attack Drain	Number Power	Weapon of Ammo	Ammo Sight	Ammo Type	Range Price	Maxes Lock	Reload Time
BWM-5602	18500	Small Missile	245	245	780	24	Standard	Solid	140	450	2	56
BWM-5608	34000	Small Missile	337	320	780	48	Standard	Solid	140	450	8	70
BWM-5612	58800	Small Missile	543	549	780	60	Standard	Solid	140	450	12	48
ZWM-M248/MU	69000	Multi-Missile	710	353	980	14	Standard	Solid	1125	600	1	52
BWM-M444	76000	Vertical Missile	855	290	1060	24	Standard	Solid	415	450	0	57
ZWM-M248/M	87300	Medium Missile	285	285	1110	24	Standard	Solid	364	400	1	62
ZWM-LD2/IDA	43500	Drill Missile	715	313	830	36	Standard	Solid	130	450	1	44
BWM-FIN-800	196500	Large Missile	1700	634	6800	4	Standard	Solid	9500	290	1	255
WR-5/60	22200	Small Rocket	305	8	1050	42	Narrow & Deep	Solid	98	770	0	36
BWR-M60	46000	Triple Rocket	625	15	840	60	Narrow & Deep	Solid	100	900	0	48
BWR-L24	27800	Large Rocket	830	12	3100	24	Narrow & Deep	Solid	342	885	0	48
ZWR-R/OCTOPUS	54000	LOM Rocket	750	41	210	18	Narrow & Deep	Solid	720	775	0	60
BWC-CNG4000	38500	Chain Gun	1080	11	175	300	Special	Solid	55	500	1	6
ZWC-LQ2532	78500	Laser Cannon	955	405	1770	25	Narrow & Deep	Energy	N/A	750	1	60
BWC-GN44-AC	86200	Grenade Launcher	1033	8	3350	15	Narrow & Deep	Solid	950	880	1	95
ZWC-IRFLUX	114200	Plasma Cannon	1180	804	2805	20	Narrow & Deep	Energy	N/A	478	1	120
ZWC-LNT750	58000	Laser Gun	1310	6	201	32	Special	Solid	180	750	1	143
BWC-XP8808	82200	Pulse Cannon	812	618	1050	44	Narrow & Deep	Energy	N/A	600	1	26
EM-AAT110	84000	General Weapon	570	10	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
EM-SD120	67000	Solid Magazine	544	0	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
BWX-BAL4	122000	Multi-Missile	1430	320	880	24	Standard	Solid	825	550	1	47
BWX-VLS241	94500	Vertical Missile	1180	606	1060	16	Standard	Solid	920	450	1	49
ZWX-IMPURSUIT	155000	Pursuit Missile	1550	680	680	4	Standard	Solid	1620	600	0	200
ZWX-FO4MORBIT	138000	Orbit Cannon	1317	145	145	18	Special	Energy	N/A	500	3	240
BWX-GCN77-4	77700	Chain Gun	1756	205	205	140	Special	Solid	70	450	1	8
ZWX-E90/MAC	90000	Plasma Cannon	1630	965	3850	10	Narrow & Deep	Energy	N/A	800	1	124
ZXR-SSTEALTH	71000	Stealth	1413	999	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A



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## BACK RADAR UNITS

As an alternative to a head with a radar function, you can use one of the back positions to mount a radar unit. This reduces the total number of weapons the Core can carry but allows for better radar range with some of the units available.

Name	Price	Weight	Energy Drain	Radar Type	Radar Range	Sensors
ZRS-554/MW	12100	188	199	Circle	470	Biosensor
ERM-TE3000	16900	175	247	Standard	630	None
ZRL-774/WH*	21000	223	393	Octagon	780	Biosensor
BRLT-B10000	28000	254	456	Octagon	850	Biosensor Stealth Sensor
BR5-B-05PREY	34000	300	542	Circle	1160	Noise Counter Biosensor Stealth Sensor

## RIGHT ARM UNITS

These units include everything from rifles, machine guns and plasma cannons to shotguns, sniper rifles and bazookas. This will be your main weapon during battle.

Name	Price	Type	Weight	Energy Drain	Weapon Sight	Attack Power	Number of Ammo	Ammo Type	Ammo Price	Range	Maximum Lock	Reload Time
ZWG-RF37	11100	Rifle	405	6	Wide & Shallow	203	180	Solid	20	467	1	33
EWG-RF-M15	28500	Rifle	325	10	Wide & Shallow	277	150	Solid	50	600	1	30
EWG-RF-M35	47300	Rifle	520	8	Special	225	200	Solid	45	520	1	28
ZWG-SRF8	41000	Sniper Rifle	610	4	Special	521	80	Solid	90	1000	1	44
ZWF-SNIGHT	74000	Sniper Rifle	428	146	Special	1228	20	Energy	N/A	770	1	65
EWG-SRF-9	56000	Sniper Rifle	505	6	Special	608	60	Solid	100	910	1	52
EWG-MGA2	38900	Machine Gun	706	4	Special	105	450	Solid	18	315	1	5
ZWG-ARK	51100	Machine Gun	400	70	Special	97	300	Solid	15	300	1	3
EWG-MGSAW	44500	Machine Gun	590	15	Wide & Shallow	65	1000	Solid	10	350	1	5
EWG-HG-51	17000	Handgun	198	36	Wide & Shallow	175	100	Solid	66	280	1	20
EWG-HG-ART	31000	Handgun	146	52	Wide & Shallow	193	75	Solid	85	248	1	25
ZWG-HG/111	36000	Handgun	240	64	Wide & Shallow	270	100	Solid	74	315	1	22
EWG-BZ-B1100	43300	Bazooka	1180	71	Special	1430	40	Solid	164	470	1	65
ZWG-BZ/555	50000	Bazooka	1010	38	Known & Deep	2040	30	Solid	185	35	1	75
ZWG-BZ/HYDRA	81000	Igniter Bazooka	1230	36	Special	560	22	Solid	370	400	1	58
EWG-GS970	32000	Shotgun	680	37	Standard	142	40	Solid	118	405	1	48
EWG-GSH8	73000	Shotgun	533	54	Standard	188	36	Solid	142	380	1	55
EWG-XP1500	45000	Pulse Rifle	125	256	Special	248	120	Energy	N/A	395	1	18
ZWG-XP400	68000	Pulse Rifle	139	288	Special	313	150	Energy	N/A	480	1	36
KARASAWA-MK2	99000	Laser Rifle	1120	442	Special	1580	50	Energy	N/A	500	1	53
ZWG-MG/TNE	77200	Igniter Rifle	950	160	Special	122	300	Energy	N/A	340	1	5
ZWG-HC-IRK39	120000	Plasma Rifle	777	604	Special	2515	12	Energy	N/A	620	1	92
EWG-HC-GN210	85500	Grenade Rifle	1062	44	Special	2900	20	Solid	820	825	1	120
EWG-HC-RAW	45000	Hand Rocket	990	27	Known & Deep	1445	36	Solid	140	900	0	43
EWG-FTG500	68500	Flamethrower	1250	9	Standard	235	800	Solid	10	48	0	3

## LEFT ARM UNITS

Joining the traditional laser blade weapons in Armored Core 2 are the new energy shields. These defensive units consume energy continually while activated, but reduce damage taken from attacks.

Name	Price	Type	Weight	Energy Drain	Attack Power	Shield Defense
ELS-2772	11000	Laser Blade	122	26	748	N/A
ELS-3443	30000	Laser Blade	180	42	950	N/A
ZLS-400/SL	60000	Laser Blade	233	66	1420	N/A
ZLS-T/100	38000	Laser Blade	204	41	1220	N/A
LS-MOONLIGHT	57700	Laser Blade	612	95	2070	N/A
EES-2555	13800	Energy Shield	123	18	N/A	418
EES-77/LAR	34800	Energy Shield	172	95	N/A	606
ZES-500/SU	45360	Energy Shield	224	126	N/A	695
ZES-99/MIRROR	54000	Energy Shield	330	78	N/A	905

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— GAMER'S REPUBLIC

A young magician is sent by his King to investigate the strange happenings on the Island of No Return. Armed with his sword and his natural talent as a sorcerer, Cain attempts to be the first person to return from the island alive. Legend has it that magical powers are at rest on this island. It is inhabited by numerous beasts, enormous dragons, and magical items that were supposed to be buried long ago. As Cain, the player must solve several baffling scenarios whilst keeping his hide intact in his search for the ultimate magic ring.

- Enhanced polygon graphics of giant dragons and enemies in a completely 3D world.
- Real time atmospheric effects include time of day and weather FX.
- Collect multiple magic rings to build an arsenal of offensive and defensive spells.
- First-person perspective in an RPG adventure where your combat skills will rely more on magic than swordplay.

## ETERNAL RING

FROM SOFTWARE

PlayStation 2



### ETERNAL RING



agetec



*Terrifying monsters inhabit the island of No Return*



*Gather magic rings to cast devastating spells*



*First-person view requires precise combat skills*



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# Armored Core 2



## OPTION PARTS

Attached to the Core, these units have varying effects, from stronger defense to increased energy output. These are the secret weapons that give your Core the advantage over the opponent.

Name	Price	Used Slot
SP-S5CR	24200	2
SP-ENE-SCR	26000	1
SP-BCNDR	32900	4
SP-B51-LE	19600	2
SP-SABUJ	18800	1
SP-CR-K	41000	5
SP-BE++	58000	6
SP-BMALAD	9800	1

Name	Price	Used Slot
SP-BF3/LOSP	38500	2
SP-ENE-ACC	45000	1
SP-E/SAVER	45000	5
SP-ECM-JAM	84000	5
SP-M/AUTO	18000	1
SP-BLS	74000	6
SP-CBRK	37000	2
SP-VIECH	89000	6

## THE HIDDEN PARTS

Remember that not all of the parts in the game will be available to you at the beginning. Some are automatically unlocked as you progress through the Scenario Mode, while others must be won in the Arena. Some require a certain amount of Corporate Points with specific Corporations to unlock. The most challenging parts to find, though, are the hidden parts scattered throughout the missions. Here's how to find all of them.

Part	Mission Number	Mission Name	How to get it
ZBL-77A/WH	N/A	AC Test	Shoot at the small gray circle in the middle of the ceiling until it is destroyed, then boost up into the secret room.
BEX-88210	12	Escort Train	Wait for the train to arrive and destroy the second-to-last car.
DOX-ALM	13	Safeguard Secret Information	Just before the room with the freight elevator, open the door on the left (you'll need a head unit with a hacking function of more than 4). Destroy the crates in the next room and then blast the panel on the floor to get into the secret area with the part.
EHD-GN-92	14	Ground Based Assault	Follow the bridge to the far end, then head underneath it. You'll find the part on a ledge there.
LS-MOONLIGHT	17	Rescue Research Team	In the area with the floating platforms, look for a floor panel that is colored differently than the rest. Destroy it and drop down into a secret area with the hidden part.
ZBT-GEX-3000	19	Infiltrate Radar Base	Outside the base are three buildings. Blast open the doors to find the part.
EWM-5612	20	Destroy Radar Base	It's in the exact same location as the hidden part in Mission 19.
KARASAWA-MK2	21	Stop the Surface Weapon	Head forward from the starting location, past the target, and you'll find it on the ground near some rocks.
SP-BLS	24	Destroy Transport Containers	Look for a section of the ravine wall that is colored differently than the rest (past the wreckage of the plane) and shoot it to open up a cavern with the hidden part.
ZES-99/MIRROR	28	Underground Railway	Follow the right branch of the tunnel to the end; you'll find a panel in the wall that you must destroy in order to continue the mission. Search the wall above the panel and you'll find another one in the ceiling. Destroy it and boost up into a secret area with the part.
ZWX-F04/ORBIT	31	Zio City Suppression	Head to the right of the building directly in front of the star locations. Search the streets of the urban area and you'll find it sitting right out in the open.
HOY-BV2500	34	Eliminate Leos Klein	In the area just before the battle with Leos Klein, open the left door (you'll need a head unit with a hacking function of more than 4).

## ARENA HIDDEN PARTS

Part	Arena Rank Needed to Obtain
SP-CBRK	40
DOX-ELENA	30
ZEX-R5/HOUND	20
INW-EM-RRD	10
ZXR-S5TEALTH	1
ZAW-SPLASH	Defeat the Animal
BWR-M60	Obtain more than 10 Emerald Corporate Points, defeat Grenstone
ZXW-E90/MAC	Obtain more than 6 Zio Matrix Corporate Points, defeat Divine Bloom

## "PLUS" ENHANCEMENTS

Armored Core 2 has the same "Easter Egg"—Human Plus enhancements—as the earlier AC titles. Start a new game and let your credits fall below -50000; you'll see a cutscene, then restart with one of several enhancements added to your Core. These include the ability to walk while firing heavy back-mounted weapons, the ability to fire a projectile from your Laser Blade, improved radar or boost and reduced energy consumption. Note: After falling below -50000 credits, you'll restart at the beginning of the game with a zero balance in your account. The fastest way to build up a huge negative credit rating is to take only weapons that fire solid ammunition (bazookas, grenade launchers, rockets), use all of your ammo up, then get your Core destroyed. You'll incur a huge repair and refit bill that will send your funding down to the -50000 mark in just a few missions.

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REST  
ROOMS

to split up to get the job done.



by Rich Krupa

## ARMY MEN SARGE'S HEROES 2

**T**he Sarge is back for another round of plastic mayhem! General Plestro has returned from his last defeat and has joined forces with super spy Brigitte Bleu to destroy the Green forces. In *Sarge's Heroes 2* you will team up with Vikki, the Colonel's daughter and Bravo Company to restore peace to the world of plastic. For anyone who has played the first game, getting into *Sarge's Heroes 2* should be a breeze. You will have to guide Sarge and Vikki through 17 missions as they battle their way across areas such as a dinner table or a pinball machine. In this guide I will list each mission objective and tell you what you will need to do to accomplish them. So grab your flamethrower and get ready to melt some plastic!

### ★ DINNER

#### OBJECTIVES

1. Assemble Bravo team
2. Secure portal

★ In this first level, simply follow Riff around the table to find all of the members of Bravo Team.

★ Once all of your teammates are located, head for the portal. As you approach the portal, be careful of the tan soldiers that appear to block your way. Dispose of all the tan soldiers to finish the level.



### ★ FRIDGE

#### OBJECTIVES

1. Search for Dr. Madd's serum

★ This is a pretty quick

level! Make your way to the top of the fridge until you reach the thermostat. When you find the thermostat, climb onto the loaf of bread and jump towards it to end the level.



### ★ BRIDGE

#### OBJECTIVES

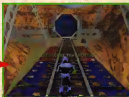
1. Secure the tunnel
2. Secure the portal
3. Keep Vikki alive
4. Escape through the portal

★ On your way down the path, be careful of the soldier with a machine gun waiting to ambush you in a little alcove on the left. Make sure to pick up the grenades behind him.

★ Use the grenades to blow up the fort at the end of the path and collect the tech vest that's hiding inside. Kill all the soldiers in this area to secure the tunnel.

★ Quickly cross the bridge to clear the other side of all the tan soldiers.

★ Once all the soldiers are cleared, you will be attacked by a helicopter. The helicopter can easily be destroyed with one shot from your bazooka. With the helicopter out of the way, step into the portal.



### ★ FREEZER

#### OBJECTIVES

1. Discover secret serum
2. Destroy Dr. Madd's secret serum
3. Wipe out all enemies

★ Before you do anything else, grab the high tech armor on top of the ice trays to the right of the starting point. Now that you have the protection of a little extra armor, take out the super robot in the center of the freezer.

★ Dr. Madd's secret serum is hidden inside the soda cans. Destroy all the cans to successfully eliminate Madd's serum.

★ When you destroy the last soda, quickly climb the frozen spaghetti dinners in the middle of the freezer. Face the hole where you entered this level and you will be able to easily pick off all the soldiers as they drop down.

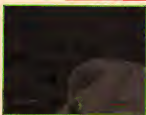


## ★ INSIDE THE WALL

★ This one is short! Follow the pipe into the next room until you see the electrical box. Jump onto the electrical box to make your escape.

### OBJECTIVES

1. Reach the power box to escape



## ★ CASTLE

### OBJECTIVES

1. Rescue Vikki
2. Secure the serum

★ Make your way to the first gate where you will need a key. As soon as Sarge says that you need a key to pass, turn around and head back down the hall you just came from. You will now have to fight two tan soldiers that where not there a second ago. Defeat these two soldiers to receive the first key.



★ Pass through the first gate; be careful of the tan soldier with the machine gun on the other side. Continue on to the next gate where Sarge will tell you once again that you will need a key. Turn around again to find two tan soldiers guarding another key. Grab the key and pass through this gate to rescue Vikki.



★ Once you rescue Vikki she will lead you to Madd's secret serum. Vikki will take you to the third and final gate. The tan soldier down the hall on the left guards the key for this gate.



★ Past this gate you will find the secret serum. Do not get too comfortable because you are about to be ambushed by an army of tan soldiers. Turn around and kill all of the tan soldiers that come rushing in to finish off this area.

## ★ GRAVEYARD

★ When you reach the top of the ramp, make your way to the left in the graveyard to find Hoover. After a brief conversation, Hoover will lead the way to the castle key. Stay as close to Hoover as you can! If you stray too far from his path, you will probably step on a mine and the game is over!

### OBJECTIVES

1. Reach Dr. Madd's Castle



★ Instead of trying to find your way back through the minefield, jump down from where you just grabbed the key and make your way to the giant black gate leading to the castle.



## ★ TAN BASE

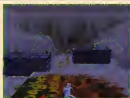
★ This is your basic run-and-shoot-everything-in-sight level! Try to stay ahead of Thick and kill all of the tan soldiers that appear. Thick will hide in one of the destroyed bunkers, letting you concentrate on Tannenber.

### OBJECTIVES

1. Capture Tannenber
2. Keep Thick alive



★ Continue on through the streets until you reach a tan helicopter about to take off. Do not go rushing into this area; the helicopter is about to explode, which will inflict a lot of damage if you get too close. Once the helicopter explodes, you will find Tannenber waiting to surrender in the corner.

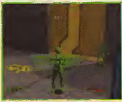




## ★ REVENGE

★ Don't worry about killing every single soldier in this stage. Stay close to Grimm because he will lead you straight to the helipad.

★ Grimm will lead you to a giant locked door and tell you to cover him. You will have to keep Grimm alive for 60 seconds at all costs, or the game is over. Once Grimm opens the door, it's smooth sailing to the end of this level.



### OBJECTIVES

1. Get Grimm to the helipad

## ★ DESK

★ Work your way down the bookshelves until you reach two giant books blocking your path. Sarge will tell you that you need to make some noise!

★ Directly behind you is a giant radio that will help you to fulfill this order. Climb on top of the giant radio to turn it on.

★ As you continue on, make sure you step on the buttons on the floor to open the next two doors leading to the rendezvous point.

★ Once you reach the rendezvous point, you will find Scorch melting all the tan soldiers. Kill any of the soldiers that Scorch missed to clear this level.

### OBJECTIVES

1. Recon the bedroom
2. Locate Tan HQ
3. Meet Scorch at the Rendezvous
4. Keep Scorch alive



## ★ BED

★ As soon as this level starts, help Thick destroy the two tan helicopters and all the surrounding soldiers. The easiest way to keep Thick alive is to stay ahead of him and kill every tan soldier that you see.

★ Keep on moving until you reach the area where Brigitte and her blue tank are waiting to ambush you. Two shots from your bazooka and this stage is over!



### OBJECTIVES

1. Find Brigitte Bleu
2. Secure the landing zone
3. Capture Brigitte Bleu
4. Keep Thick alive

## ★ TOWN

Using your radar is a must for this level because the enemy comes at you from all angles (press L to turn it on). Kill all the tan soldiers as fast as you can because Riff dies pretty quickly.

★ Follow Riff to the center of town where two giant robots are waiting for you. Use your bazooka from a distance to destroy them.

★ Once the robots are destroyed, meet with Brigitte and Riff in the corner of town to exit this level.

### OBJECTIVES

1. Save Brigitte's town
2. Keep Riff alive
3. Keep Brigitte alive



## ★ CASHIER

★ Go right from your starting point and head toward the giant cash register. Climb on top of the register and Sarge will tell you that the ATM machine will open the drawer.

★ Jump off the register and take the path to the right of the giant radio. This will lead you to the ATM machine. Jump onto the ATM machine to open the cash register's drawer. Head back to the register and collect the coin from the now-open drawer.

★ With the giant coin in your little pocket, secure the area around the gumball machine by destroying all the robots. With the area secured, you can release Vikki from the gumball machine.



### OBJECTIVES

1. Secure gumball machine
2. Free Vikki from the gumball machine

**TO THE TRAIN**

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Mild Animated Violence





## ★ TRAIN

★ Do not worry about destroying the trains in the starting area. Quickly circle this area and pick up all the bazookas. Then go straight from the starting point into the next section where the portal is located.

★ Clear the area of the tan army and prepare to sit! Plant yourself in front of the portal and wait for each train to come to you. When a train appears from the tunnel, you will have a clear shot with your bazooka. Blow up all the trains and make your escape.



### OBJECTIVES

1. Destroy all trains
2. Escort Vikki to portal

## ★ POOL

★ The first generator is located in the far right corner from your starting position. Kill as many tan soldiers from a distance to make reaching this generator easy.

★ Once the generator has been destroyed, jump down into the hole behind the two poles where the electricity was.

★ Follow the tunnel to the left until you reach a stack of blue pool chalk with a hole above it. Climb up through this hole and get ready to take on a tan tank. A couple of shots from a bazooka will easily clear the way for you.

★ When the area is cleared, head through the break in the wall where you came in from.

★ Locate the corner pocket and jump down to find the second generator to the right.

★ When you have successfully destroyed this generator, head back to the pair of electrified poles that you passed on your way here.

★ Drop into the side pocket and follow the tunnel until you arrive at another pile of blue chalk. Use the chalk to climb out of the hole; you'll find more blocks for you to climb. Climb these blocks to find Brigitte waiting for you at the top.



### OBJECTIVES

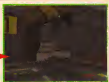
1. Deactivate two tesla coils
2. Rescue Brigitte Bleu
3. Keep Brigitte alive

## ★ ROCKETS

### OBJECTIVES

1. Destroy all rockets

★ This is a timed stage where you play as Vikki, racing the clock to blow up a few rockets. From your starting point, hang a left to find the door to Silo 1. Use a grenade or dynamite to destroy the door. You can quickly clear out this area by shooting the red barrels just beyond the door. Once the area is clear of tan soldiers, blow up the missile with a little dynamite.



★ Now head right past the starting point to find Silo 2. Just like before, blow up the door to enter. Before entering the area, shoot the red barrels to make it a little easier. Enter the area and blow up the second missile.

★ Exit this area and head straight to the opposite side before hanging a left. Find the door on the right without any numbers on it. Fight the urge to enter Silo 5 on the left because you will run out of time! Destroy the unnumbered door and turn left to find Silo 3.

★ Once the third missile is destroyed, you will find the door to Silo 4 on the opposite side from where you entered. Blow up the door and missile number 4 will be right there for you to destroy.



★ Head back to Silo 5 to take care of the last missile and save the day.

## ★ PINBALL

### OBJECTIVES

1. Save Bravo company commandos
2. Capture Plastro

★ This is it, the final level! This one involves a lot of running back and forth. The first commando you will need to rescue is Scorch, who is located straight ahead and to the left from the starting position. Follow the team of tan soldiers to help you locate him. Follow Scorch to the exit to be sure that he escapes unharmed.



★ Back at the starting position, you will see three tan soldiers heading toward the left flipper. Follow them to find Thick hiding in the corner. Escort Thick to the exit and follow him through it.



★ You will land in the pinball lane ahead of three tan soldiers who are coming for Sharp. Kill the soldiers and lead Sharp to the exit.

★ Located straight ahead from the exit are three large yellow drop targets. The target to the left is now lowered, leading the way to Hoover. Kill the three tan soldiers who are about to attack Hoover and lead him to safety.



★ Once Hoover escapes, the right target will drop leading to Riff, the final commando.

★ When Riff is in the clear, the center target will drop. This is the way to the final battle. Head down this lane to find Plastro! Defeat all of Plastro's men to secure the area and capture Plastro himself. Congratulations...you have just saved the world of green!





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**T**ony Hawk is at the top of his game this year, with another X-Game win (Vert Doubles event with partner Andy Macdonald and some truly amazing tricks) and a new book called *Tony Hawk: Occupation Skateboarder*. Oh yeah...and the sequel to the best skating game ever made is hitting multiple systems this fall. The original *Tony Hawk's Pro Skater* was not only a great skating game, but also one of the best PlayStation titles to date. *Pro Skater 2* carries on that tradition, retaining everything you loved about the original and adding much more. This strategy will help you get all of the level goals, plus offer trick suggestions and favorite trick combos for each level.

## TONY HAWK'S PRO SKATER 2

by Pat Reynolds

### THE BASICS

Career Mode is broken into eight stages, each with ten goals to achieve. You earn cash for each goal you make, and you need a certain amount of cash to open the next stage. There are also three competition stages, in which you'll get three, 1-00 runs to score as many points as possible and win a medal. You'll need only score any medal on these stages to open the next area. This guide will show you all of the goals on each of the non-competition stages and also offer tips on scoring high in the competitions. First, here's a quick look at some of the new stuff and some important trick tips.

### SPIN CITY

As in the first *Tony Hawk* game, scores are based on multipliers and the number of tricks you can execute before landing with all four wheels on the ground. An excellent source of additional points is the spin. Tap R2 or L2 during tricks to make your character spin 180° for each press of the button. Because the spin happens simultaneously with the trick, it doesn't take any longer to pull off, and you'll score more points (just be sure to have a lot of air if you're going for anything more than a 360°). For an example, try riding along the ground and pulling a Boneless (↑ ↑ Jump) into a Kickflip. It's worth about 840 points. Throw in a 180° spin onto practically any trick, and big air tricks give you enough time to spin 360°, 540°, or 720°. Try to find the biggest jump possible and go for the 900!

### SWITCH STANCES

Another new addition in *Tony Hawk 2* is the ability to ride switch stance (tail forward) at will, changing between normal and switch with the press of a button. You'll get different trick variations when riding switch stance than normal. You'll also be able to jump Fake or NoLie depending on which way you're riding. Experiment with the different jumps and tricks in both stances and try to find the best scoring tricks for each one.

### THE MANUAL

Neversoft has added a new type of trick to this game; it's called a manual. Simply put, a manual involves riding on either the two front or the two back wheels of the board. (Think "wheelie.") There are two types of basic manual, plus a handful of special manuals. Nose manuals are done by tapping ↑ before hitting the ground after a jump or a trick, while tail manuals require tapping ↓. Manuals open up a whole new world of trick possibilities, because they keep a combo going after you've hit the ground, which would normally end your combo. When a manual is started, you'll see a balance meter and your character will begin to slow down. You can't hold a manual for very long, so they are best used to link together two nearby obstacles or for landing from a big jump trick and riding over to a rail or ramp.



### HUGE GRINDS

Never grind a long rail from start to finish with just one trick. The longer the rail, edge or lip, the more tricks you can pull in one run. Try starting a grind, then jumping into a kick trick with a spin, landing back on the rail with a different grind, then repeating that three or four times with a final jump into a trick off the rail. You'll see huge scores pop up after landing a giant string of grind tricks because of the multipliers you're getting for all of the tricks and spins you throw into the combo.

## THE HANGAR, MULLET FALLS, MONTANA

### Score Tips & Favorite Line

This is a great level for building insane combos; you shouldn't have a problem getting all three of the score goals here. Pulling tricks while jumping over the half-pipe is a good way to get big combo points, as are multiple grinds along the lip of the pipe that runs the length of the hangar wall. Try this trick combo that combines both of these elements: From the starting ramp, head straight, then pull a Boneless jump off the lip of the half-pipe. Break into a couple of quick kick tricks with a 360° spin thrown in as you fly over the pipe. Before you hit the ground, tap ↑ & or ↓ to land into a Manual, ride the Manual up the ramp along the wall, angling to the left. Once into a grind on the lip of the ramp, then pull two or three 180° jumps into different types of grinds, for as long as you think you can hold the balance. I've bagged over \$4,000 points for this one combo alone! Getting the Sick Score of 75,000 is as easy as pulling a couple of these combos (with different tricks for maximum score).

### Nosegrind over the Pipe & Collect S-K-A-T-E



Okay, making the nosegrind over the pipe is super easy—you're lined up with it from the start. Just be sure that when you hit the rail you're holding lip on the controller along with the Grind button to get the nosegrind. You'll also nab the "S" from the Collect S-K-A-T-E goal and be lined up for the "K."



Jump off the quarter-pipe to grab the "K," then head toward the plane, where you'll be able to jump off the wing and secure the "A."



Once past the plane, use the quarter-pipe to jump through the window to the right and snag the "T" on your way down into the second room of the hangar. Pop up the ramp on the left wall to grab the "E."

### Barrel Hunt



This is another easy goal. The first three barrels are in the main room—one's in the half-pipe and the other two are on the ground (one on the other side of the pipe and one near the plane). Smash through the glass into the helicopter room and you'll find another barrel on the ground near the copier; the final one is on top of the ramp in front of the door to the secret area.





## Collect 5 Pilot Wings



This is another easy one. These are all out in the open, and none of them are in the secret areas. There are two above pipes, one on the propeller in the half-pipe, one on a rail near the plane and the hand-st one to get is above

the starting ramp. You need to hit the quarter-pipe on either side of the ramp with enough speed to jump across to the other side and ride the Pilot Wing on route.

## Hit 3 Hangtime Gaps



The three Hangtime Gaps are as follows: jumping completely over the half-pipe, jumping over the

plane using its wing as a ramp and jumping over the parked helicopter

## Find the Secret Tape



Hit the ramp in front of the helicopter and grind along one of its blades

This causes the chopper to take off, opening the door to a new area. Transfer from the ramp along the wall into the new area and hit the quarter-pipe to grab the Secret Tape

## 100% Cash Tips

Most of the cash in this level is out in the open and easy to get, but there are a few bills that require some tricky maneuvers to grab.



There is a second hidden area in the level, this one is opened by grinding the propeller blades that hang on the wall to the right of the half-pipe. This opens the way into a huge half-pipe area with a giant fan at the far end. This is a cash-rich area, with three \$50s and a \$100 waiting to be grabbed out of the air above the pipe.



Build up speed and jump the half-pipe from the starting ramp, then jump up the wall pipe to grind the high rail attached to the far wall. Ride the rail to the left and jump off at the very end to get the bill.

This last \$100 is the hardest bill to get in the level. You'll need to pop up off of the fuselage of the plane using the wing as a ramp, and then grind the light fixture above it to the right (beyond the half-pipe) until you get to the cash. The jump to the fixture is the toughest part, since it's hard to get enough height and easy to simply fly over the plane to land on the other side.

## SCHOOL II, SOUTHERN CALIFORNIA

## Score Tips & Favorite Line

This is a street skater's dream course. There are rails, benches, planters and edges to grind everywhere, with no half-pipes or pools to be found for the vertically inclined. With that in mind, there are some excellent grind lines. Use the tips for big grind tricks detailed earlier on any of the long rails and planters in the level. Try this one out: Line up with the bike rack facing toward the staircase at the far end. Pull a Boneless jump into a 180° kick trick into a grind, then pull another 180° jump into a different grind onto the second rack. Jump before the end of one rack, pull a final quick trick with a spin and land into a Manual, riding toward the staircase. Jump out of the Manual into a grind going up the rail (you'll be able to ride it all the way because of the speed you gained on the bike rack). Finally, jump from the rail at the top with another spin trick to end the run. This line can get you over 30,000 points easily. For an even higher score, have your special meter filled before starting the trick and pull a specialgrind up the final rail (or a special manual to the rail, or both).

## Collect S-K-A-T-E



From the start, take the sharp right turn down the hallway and grind the rail for the "S". This brings you into the courtyard, where you'll find the "K" waiting for you above a quarter-pipe up on the platform.

Next, head out through the hallway in the far wall and grind the long staircase rail for the "A". Wear night at the bottom and you'll see the "T" waiting for you above a quarter-pipe along the far wall.

Finally, head past the trailers to find the "E" above another ramp.

## Wallride 5 Bells



well at about 45° before jumping into the wallride. The first Bell is just past the start point to the right. Head straight and hug the right wall to find the second Bell. Now go left and you'll find the third in the far corner of the stage. The fourth is on the left wall at the top of the bike rack incline. Go past the bike racks and up the ramp into the area with the Secret Tape (it's hanging in midair well out of reach) and you'll see the final Bell in the far corner.



**Kickflip TC's Roof Gap**  
TC's Roof Gap is between these two outdoor boiler classrooms. There are ladder ramps on both sides, to use one to pop up onto the roof (it's not a hard jump at all) and then be sure to pull a Kickflip as you jump between the trailer roofs. Oh, yeah—landing upright is important, too.

## Collect 5 Hall Passes



The Hall Passes are also easy targets. From the start, wear night and take the hallway that runs parallel to the big staircase to grab the first Pass. Head straight on and you'll see the second Pass near the picnic tables. The easiest way to grab this one is to skate past it and turn around, using the incline as a ramp to jump up and rub the Pass. Continue on and you'll see the third Pass in the air near the main school entrance. Grind the first rail and catch the Hall Pass as you jump to the second rail. Immediately turn left around the corner and catch some air off the quarter-pipe to reach the fourth Pass. Finally, head to the right and you'll see the fifth Hall Pass atop a rear planter.



## Grind 3 Roll Call Rails



The three long rails in the level are the "Roll Call Rails," you'll need to grind them for almost their entire lengths to get the goal. The first one is straight ahead from the start point. Hit it as close to the top as you can and ride it to the bottom. Angle left and follow the pavement around the blockers to find the second rail. You'll need to glide over two sets of steps to get to the top. Turn around and ride the rail back to the ground. Head to the right, up the incline with the blue rocks and to the right. The final rail sits in the middle of a half-stair-half-ramp incline. Take the ramp to the top, then ride the rail back down.

## Find the Secret Tape



The Secret Tape on this level requires a lot more skill to reach than the one in the hanger. From the start, hit the halfway immediately to the right of the first bell. Follow it into the open courtyard and turn left at the far corner. You're in position for a run at the planter ramp that you need to hit in order to reach the awning. The best way to do this is to approach it at an angle (as shown in the first picture) and wallride the wall to gain height. Jump off the wall onto the awning. The next step is the trickiest. Follow the awning toward the far wall, which intersects at a 90° angle. You need to wallride the wall to the left.

and jump off at the height of the ride to catch the edge of the low rooftop. Be sure to pull a Barreled jump from the awning and wait until the peak of the wallride to jump off, holding the Grind button down after you jump so you don't miss the edge. It'll take a few tries, but you'll get up there eventually. You'll see two ramps, but don't bother with those yet. Instead, head straight between them and jump off the roof toward the Secret Tape—it's plainly visible.

## 100% Cash Tips



This level really puts your wallride skills to the test. Between the Secret Tape, the hidden area, riding the bells and getting all the cash, you'll have to ride almost every wall in the level. That bill is off a ramp to the left of the start point. Ride the wall just before the railing, jumping off to the left so you land on the overhang, then jump off the ramp to grab the bill.

Here's a run that'll net you three bills, but requires some serious skill to pull off. At the start, wallride up over the bell to the right and jump at the height of the ride. Hold the Grind button and you'll catch the ledge above you if you get enough height. Ride the edge until you get the \$50, then jump to the right and you'll be in a school hallway. Jump through the window at the end of the hall onto the opposite rooftop. You'll see a small building ahead with a ramp in front of it. There's a rail leading from the building to the opposite roof that you need to ride, but you can't see it! You need to aim for the middle of the one building, grab the ramp and pray that you're lined up with the rail. There's another bell on the rail, and after you jump across to get another rooftop, you'll see a third bill hanging in the air to the left. You need to build up speed and throw yourself at it from the left rooftop corner.

In the courtyard where you wallride to the awning, look for this small wall just as you enter. Wallride it and jump to the awning (this is the awning opposite the one you used to get the Secret Tape). There's a \$100 bill up top waiting for you.



The rest of the "hard money" in the level requires you to get back up on the rooftop from which you grabbed the Secret Tape. Use the same technique to get back up there, then turn around and look back toward the open courtyard. You'll see this \$50 hanging just off the edge; you need to jump from the roof to get it.

There's a hidden area across the gap where you grabbed the Secret Tape. Hit one of the ramps, angle toward either of the flagpoles and grind over to the far rooftop. From there you can drop down into a new area, with an easy \$50 and \$100 waiting for you. To get back to the main area, use a ramp to jump over the gray stone wall.

## MARSEILLE, FRANCE



The first competitive stage offers up plenty of opportunities for both vert and street skaters. Vert skaters can catch some big air from the bowls and ramps that comprise a large portion of the area, while street skaters will find loads of rails and one especially long planter rail that runs parallel with a metal rail. This is a great opportunity for huge grind chains: you can hop back and forth between the two rails while pulling tricks. Jump into a Manual and either continue the grind action on the picnic table or the curved rail nearby, or jump into the bowl and pull a 360° turn on the way down. There's one tough \$100 in the level; it's above the banner right in the middle of the stage. You'll need to get some mighty air off one of the bumps down below to reach it. Score of 20,000 will usually earn you a medal, while 30,000 or better will give you a good shot at the gold.

## NY CITY, NEW YORK

### Score Tips & Favorite Line

The Subway rails are far and away the best scoring obstacles in this stage. By jumping between them and using a variety of grinds, you can pull off 75,000+ combos fairly easily. Each time you successfully jump from rail to rail you'll earn a cash bonus on top of whatever tricks you pull off. You'll want to have your rail balance just moved out to take full advantage of this, though. My personal best combo on the Subway Rails was 96,000 points! It was no problem to tack on the extra 96,000 by heading back and hitting the rails a second time to make the Sick Score of 192,000 with just two combos!

### Collect S-K-A-T-E



The "S" is up on the wall to the left of your start position. Turn left at the corner and you'll see the "K," jump over the wall and then use the ramp below to get enough air to grab the letter.

You're in position to quickly grab the last three letters now. The "A" is in the plaza with you, make a run at it and use the small bump leading up to the statue at a ramp to get the height necessary to reach it. Leave plaza through the arch and you'll see the "T" waiting for you near the rail, the "E" is just beyond it above a conveniently placed quarter pipe.

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A person is riding a skateboard on a ramp. The person is wearing a dark shirt and pants. The ramp is made of concrete and has a red line painted on it. The background is dark and blurry, suggesting an outdoor setting at night or in low light.



You'll need to head to the hidden area you get the Secret Tape. Look for the expression "The end of the world is near." On the far right and you'll see a concrete Secret Tape! This part is tricky, though. You'll have to jump to the rod and grind it. Finish the Tape.

### Score Tips & Favorite Line

This level is all about the miles of low walls, fences and other edges. There are great monster grind combo possibilities everywhere, but my favorite is the one right near the start, where you can grind from fence to wall to fence, back to another wall and then material over to the quarter-pipe and pull a handrail to trick. This is a usually good for 30,000 to 40,000 points, which is useful if you want to nail the first score goal in a single trick and have loads of time left to build it into a Pro Score or Sick Score.

All of the letters are on the rooftops, and there's a way to grab them all without ever leaving the roofs in under a minute.



Turn right from the start of the left fence. Jump up on the roof and hit the "S," immediately low the roof until you see a gap between two roofs. Grabbing the "K" on the edge of the roof, you'll

Pop over to the next roof, the way and stay near the left side. See a narrow wall jutting out



The "A" is waiting for you near the sky light. Next, hit the ramp at the far end to clear the gap up to the next rooftop. The "T" is above an odd-shaped ramp in the far corner. H-

the lower roof (with the ropes) and you'll find the "E" above a ramp that runs along the far edge of the roof

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[illegible][illegible]

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## Ollie the Magic Bum 5x

The Magic Bum "teleports" to a different location each time you Ollie over him. So, unlike the other collection goals, you must complete this one in a set order.



You'll first encounter the Bum by skating straight from the start and heading toward the opening near the middle of the far wall.



Next, return to the main courtyard and head to the right, into the opening in the far corner. Ride down the ramp and you'll find the Bum near the wall by the quarter-pipe. Note: This is the same area you'll use to reach the Venice Ledge later on.



The third appearance of the Bum is back near the start point. Head back there and turn left just past the fence to find him a bit farther down near the wall, still sleeping soundly.



Continue on in the same direction and turn left at the far end. Look for the Bum in a niche along the left wall, just past the quarter-pipe.



Finally, return to the start point and you'll find the old clogger directly behind where you begin the stage.

## Collect 5 Spray Cans



At the start, rotate left and you'll see the first Can in the air above the low quarter-pipe. Grab it, then head along the beachfront wall to the right of the start point.



At the far end you'll see the second Spray Can. Hit the quarter-pipe to grab it, then turn right and follow the path to the far end, where you'll see the third Can hanging in the air in the gap between two quarter-pipes. Hit either one, angling toward the Can and you'll be able to pluck it out of the air as you complete the transfer.



Now return to the central area with the tables. The fourth Can is on a rail near the starting point, while the final Can is above another quarter-pipe, this time in the area where the Magic Bum appeared for the second time.

## Tailside the Venice Ledge



There are a lot of ledges in this level, which one is the Venice Ledge? It's kind of tricky to find, but once you know where it is, it's not hard to reach. Head into the main area (with all of the tables) and enter the opening in the far left corner. Ride down the stairs, then jump over the wall behind the quarter-pipe. The Venice Ledge is on the other side. Look for the low wall with red graffiti. Start your run from the very back of the ledge.



Two of the four VB transfers can be achieved from these quarter-pipes near the first Magic Bum site. You'll need to transfer across the wall to the pipes on the other side: the "VB Skinny Transfer" (over the shorter section of wall, while the "VB Fat Transfer" is harder, forcing you to clear a big section of wall).

The secluded half-pipe, found along the wall of the central area, can be used to hit the "VB Pit Transfer" by angling hard to the left as you jump from it.

## Find the Secret Tape



The last VB Transfer links the two quarter-pipes on either side of the Venice Ledge. Note—any of these VB Transfers can be done from either of the two quarter-pipes that link each transfer together.



The Secret Tape isn't hard to spot at all—it's high above the central area, balanced precariously on a wire running between two poles. It seems like the way to get it is from the nearby rooftop, then even a ramp placed on the rooftop edge that'll help you jump in the direction of the tape. In fact, you are able to grab the Secret Tape from the roof if you can build up enough speed to bridge the distance from the ramp to the tape, but there's an easier way to get it done. First, build up speed by pulling a trick on the quarter-pipe along the wall, and then hit the table in the picture (it's the one below the Secret Tape, connected to other tables by railings) and pop up with a No Comply or a Boneless jump. If you're going fast enough, and execute the jump at the right time, you'll get enough air to boost almost straight up and grab the Secret Tape. You'll want to hold the Grind button down as you fly upward—if you miss the Tape with your jump there's still the possibility of grabbing the cable and getting it that way.

## 100% Cash Tips



There's really only one tough piece of cash to get in this level, but there's another that might not be obvious in the central area: there's a \$250 bill above one of the big sculptures. You have to get up on the roof and use the ramp to launch yourself over the statue. Be sure to have a lot of speed when you hit the ramp or you'll fall short. The other bill—also \$100—is on a banner hung across two rooftops. You might think that you need to jump for it, but you can actually grind the rope that the banner is hanging from (that's some seriously strong rope) to make getting the cash easier. Look for the rest of the money in the level on top of fences and in bag air gaps as well as lying out in the open.

## SKATE STREET, VENTURA



Skate Street is the second of three competition stages in the game, and in my opinion it's the easiest of the three. With mixed out Air, Ollie and Spin stats, you'll be able to season the large pool alone and take home gold after three heats. Likewise, if you boost your stats for rail baulks, you can break out some monster grind combos on the miles of railings and edges here. Because each heat only gives you a minute to score big, I'd suggest finding one or two areas and sticking to them. As I mentioned, the pool is a very reliable cash orb, but there are also a couple of big half-pipes, and the snack bar area above the main floor has many runs for maximum grind combos.

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## PHILADELPHIA, PENNSYLVANIA

### Score Tips & Favorite Line

This stage is pretty heavily skewed toward street skating, with lots of rails, edges and low walls to practice your mega-grind combos. The hidden skate park does make up for this, with plenty of opportunity for big air tricks as well. My favorite line in this level is the high rail that runs along the street and around the corner. The opportunity for huge points on this obstacle is every good; you'll want to wallride just before the rail and jump onto it at the start, then start with the jump-trick-spin-grind-repeat combination on the machine until you reach the end of the rail. Jump off, pull another trick into a manual and then slide into another wallride, pump and pull off a final trick. If you're really daring, you can even repeat the manual-wallride-jump-trick a few times for an even higher score. Even mediocre combos on this rail can score 35,000+ points!

### Collect S-K-A-T-E



Skate straight and hop up onto the grass. Keep riding forward and you'll see the "S" at the far end—jump and grab it.



The "K" and the "A" are close together. Jump onto the blue awning to get the "K", then drop down and pick up the "A" from the nearby curb.



The last two letters are also lined up nicely. Ride up the rail to the balcony just past the "A" and jump off for the "T". You'll see the "E" up ahead when you land; get up on the high ground and make a jump at the edge to snag it.

### Drain the Fountain



You need to get to the balcony on this building in order to drain the fountain. The only way I was able to do this was by wall-riding and jumping at the peak of the ride to catch the railing with a grind and then hopping onto the balcony. (Note: You can also get the Secret Tape from this building if you wallride and jump up onto the high roof, then ride the cable as it slopes downward toward the fountain.)

### Collect 5 Bells



From the start, turn right and you'll spot the first Bell in the gap between the two ramps. For the next two Bells, ride it up and pop off the first ramp to pick it up.



The next Bell looks like it's up on the awning from a distance, but it's not! It's actually in the air between the two concrete ramps near the awning. The last two Bells are lined up nicely. Near the awning you'll find Bell number four waiting for you to wallride it near some stairs. The fifth Bell is just the stairs, sitting on a low wall.

### Bluntside the Awning

The last two letters are also lined up nicely. Ride up the rail to the balcony just past the "A" and jump off for the "T". You'll see the "E" up ahead when you land; get up on the high ground and make a jump at the edge to snag it.

### Liptrick 4 Skatepark Lips



The skatepark is blocked off by a fence when you play this stage. In order to access the park, you need to knock a pole onto the fence. To do this, head toward the awning and take a left. Ride up the ramp (with the blue railing) and look for the cable running upwards from the far corner. You have to grind this a pretty good distance (a little better than halfway to the pole usually does it) for the pole to fall. Now the fence is gone and you're right in front of the skatepark! Start busting your repertoire of liptricks (handplants and boardplants) on the lips of the quarter-pipes and half-pipes scattered around the park. Note: Once you open the skatepark, it stays open for successive runs through the level.

### Find the Secret Tape

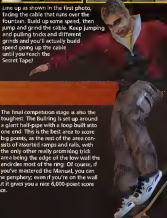


Line up as shown in the first photo, riding the cable that runs over the fountain. Build up some speed, then jump and grind the cable. Keep jumping and pulling tricks and different grinds and you'll actually build speed going up the cable until you reach the Secret Tape!

## THE BULLRING, MEXICO



The final competition stage is also the toughest. The bullring is set up around a giant half-pipe with a loop built into one end. This is the best area to score big points, as the rest of the area consists of assorted ramps and rails, with the only other really promising trick area being the edge of the low wall the encircles most of the ring. Of course, if you've mastered the Manual, you can link together several of these obstacles into big combos. Just be careful of the bull running around the periphery, even if you're on the wall it'll knock you off and end your combo hard way. The loop itself is hard to work into a combo, but it gives you a nice 4,000-point score for simply riding through it the first time, so you'll probably want to work it into your run at least once.







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## PRO BEACH VOLLEYBALL

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## The Grid



The latest game from Midway's *Mortal Kombat* design team combines aspects of *Smash TV* and *Total Carnage*, mixes in a third-person *Doom* perspective to create a minicell free-for-all where you can blow off your opponent's body parts and—naturally—perform *Mortal Kombat*-type maneuvers. *The Grid* is all this and so much more. Up to six cabinets can be aligned for intense multiplayer action, similar to previous arcade titles like *Spawn* and *Wet: Final Assault*. Here are a few pointers and secret codes to get you started!

by  
Jason Wilson



## CHARACTER PROFILES

**April Reign****Super Move:** The Gopher**Weapon:** Zeus Gun

One of the CIA's top agents and computer hackers. Breaks bones and codes without breaking a sweat. *The Grid* is her favorite show.

**Chiller (Charlie Chillen)****Super Move:** Rocket Jump**Weapon:** The Mako

The extreme sports daredevil and shark wrestling madman from down under plays *The Grid* for a real challenge.

**Cyrus****Super Move:** The Hammer**Weapon:** Blaster

Ukrainian weight lifter, considered the strongest man on Earth, has great pride in appearing in *The Grid*.

**Flint****Super Move:** Turbo Run**Weapon:** The Mazon

A test pilot so obsessed with speed, he enhanced his own legs into bionics. Flint is *The Grid*'s most arrogant and vain celebrity persona.

**Ike****Super Move:** Da Back Bomb**Weapon:** Trishot

Famed football superstar and 2075 MVP is happy to lend his virtual self to *The Grid*.

**Karasu****Super Move:** The Jet Kick**Weapon:** Plasma Gun

A mysterious ninja from the Far East. His speed is almost inhuman. *The Grid*'s most recent addition to the player lineup.

**Tridi****Super Move:** Invisibility**Weapon:** Harpoon

Olympic gold medal gymnast and acrobat. Loves watching her virtual self in *The Grid*.

**Wes****Super Move:** The Swipe**Weapon:** Single Barrel Shotgun

America's combat hero turned big-screen star. Loves the publicity he receives on the world's favorite game show, *The Grid*.

## GAMEPLAY TIPS



Using the horn is only good for stunning your opponent. This takes awhile to actually give you a "kill" in multiplayer mode.



Try to always keep your trackball set with the red blip on the radar at the top. This way you will always be ready to have a direct hit placed on your opponent, even from a great distance.



Grab all the money you can; you will need it to be able to unlock many of the hidden characters. Using the random-select feature to choose a character at the start will also increase the monetary values throughout the course of the game.



Many stages have levels that will require you to either jump up to a higher point, or to walk to a lower position. Be aware of the surrounding area before making any hasty decisions.



Health appears after you have knocked your opponent into oblivion. Grabbing a health box will increase your life meter, changing half of it to the color green, which represents one and a half times the power of the regular life bar.



Long-range weapons have the best chance of annihilating your opponent. Keep an eye on the radar and aim carefully.



Don't listen to the audience. Shooting the audience members will earn you "the bomb." Knocking your opponent out with "the bomb" earns you two kills.



Use the trigger button to carefully jump over various weapons and incoming Super Moves. Each opponent can only use a Super Move once before making a "tell." Keep track of whether or not your opponent has used it, or is setting you up for a big fall.



It is difficult to reach opponents who are perched at higher locations. Try to shoot your opponent at level ground. If you attempt to knock them off their pedestal and miss, they will have a great opportunity to shoot you down from a standing position.



One of the hidden backgrounds in multiplayer mode. Get accustomed to the hidden areas located in the game by playing a two-player game against yourself first to gain an edge.



Out of weapons? Run up to your opponent from behind and slam 'em!



Also: Nothing beats being able to effectively shoot from corners, turning and using your trackball to obliterate your opponent, hiding again and repeating! Use these tips wisely and you could be the king of The Grid at your local arcade!



Only in multiplayer mode will you be able to earn these babies. Each multiplayer win means the next game is free! Grab all your friends and head to your nearest local arcade with The Grid!

## SECRET CODES

Each of the following codes can be entered on the numeric keypad when the character selection screen appears; you can enter up to five codes at one time. Important: You must remember to press the # key to complete each code!

- 1-2-3-#—Booyah!
- 2-2-0-#—All players have Bazookas (All participants must enter this code)
- 2-2-6-#—All players have Cannons (All participants must enter this code)
- 7-2-4-#—All players have Flash Cannons (All participants must enter this code)
- 9-3-0-#—Hidden Background: GRIDWORLD (All participants must enter this code)
- 9-0-8-#—Hidden Background: VINYARD (All participants must enter this code)
- 3-2-7-#—Fast return to gameplay after you're killed
- 9-3-7-#—Start with your character's basic weapon
- 4-4-1-#—Handicap Code 1 (disables Golden Shotgun)
- 4-4-2-#—Handicap Code 2
- 4-4-3-#—Handicap Code 3
- 4-4-4-#—Handicap Code 4
- 3-7-3-#—Free Look On (Allows players to look up and down as well as left and right)
- 2-4-4-#—Big Head On
- 2-4-5-#—Big Hands On
- 4-4-3-#—Grid Kids
- 7-6-3-#—Random Character Select (also increases value of money)

## SECRET CHARACTERS

Secret characters can also be unlocked by entering codes on the numeric keypad at the character select screen; however, the Blue Ninja code is the only one that will work until you have earned a certain amount of money or kills in multiplayer mode. Here's a list of the codes and the amount of money or kill points that you need in order for them to work:

- 2-6-5-#—Blue Ninja
- 2-5-3-#—Cleo (cheerleader) (must have at least \$100,000)
- 7-2-6-#—Scorpion (must have at least \$250,000)
- 4-7-4-#—Gridman (must have at least \$500,000)
- 8-7-6-#—Trom (must have at least \$750,000)
- 5-7-4-#—Kristy (cheerleader) (must have at least 500 points)
- 4-6-7-#—Host (must have at least 1,000 points)
- 3-7-5-#—Darla (must have at least 2,000 points)
- 7-8-2-#—Sub-Zero (must have at least 3,000 points)
- 5-2-9-#—Lawyer (audience member) (must have at least 5,000 points)
- 2-2-6-#—Cameraman (must have at least 7,500 points)



## MNEMONIC DEVICES

If you're having trouble memorizing some of the codes, just remember that the keypad buttons also have letters on them, just like on a telephone. Many of the codes have patterns that are easier to remember this way. For example, to get "Big Head Mode" you can just spell "BIG" on the keypad, these letters correspond to the numbers 2, 4 and 4, which as you can see is the "Big Head" code in numeric form. Other examples: "FAS" for "Fast Return," "WEP" to start with a weapon, "FRE" for "Free Look Mode," "KID" for "Grid Kids Mode," "RND" for random select, "BAZ" for Bazookas and "CNN" for Cannons. Also note that most of the secret character codes are the same as the first three letters of the character's name (e.g. "SCO" for Scorpion). The only exceptions to this rule are Darla ("DRL") and the Blue Ninja ("BNJ").

## OTHER SECRETS

You won't find them in The Grid's original production run of 200 cabinets (unless some kind of upgrade chip is made available), but the newer machines have two additional hidden characters. Noob Saibot can be accessed by going through all 10 towers in the single-player game! If you go through all 10 towers a second time, you'll receive a secret code: go through a third time to unlock the final hidden mystery character!



Scorpion



Host



Sub-Zero



Lawyer



# SELECT GAMES

Hey, you—listen up! This isn't your typical "review/preview" section. The purpose of Select Games is to show you a bunch of games that are out there—or are coming out soon—so YOU can decide which ones you'd like us to cover with in-depth strategy guides in future issues! See that postcard that's stuck between pages 82 and 83? Rip it out and write down the names of the games you're interested in. Drop it in a mailbox; we'll total up the responses and give you the kind of coverage you asked for!



## Pick it!

The elite "Ten & Two Pick" is given to those select few games that are highly recommended by the T&T staff after we've tested them thoroughly. Many hot games that are previewed here are not eligible for the pick until they are considered "reviewable" by the publisher, which means they're finished or nearly finished. Pay special attention to the picks; these are our favorites!



## Watch for it!

Games with the Super Import symbol were only available in Japan at press time. Be on the lookout for a possible American release sometime in the near future!



## DRIVER 2

Infogrames • 4th Quarter • 1/2 Players



Tanner, the smooth-talking, weathered driver, is back behind the wheel in *Driver 2*. Once again, Tanner enters the ugly underbelly of urban crime as he goes undercover as a point man for a powerful crime lord who is impressed by his superior driving skills. Violence threatens the city of Chicago when a shady deal between U.S. and Brazilian gangsters turns sour. Tanner's job is to defuse the situation as he travels between the streets of Chicago, Las Vegas, Havana and Rio. Reflections, the developer of the *Driver* series along with *Destruction Derby*

1 and 2, is focusing on a stronger sense of realism in *Driver 2*. In the first *Driver*, pedestrians merely walked or sat. This time, the city folk will walk in and out of buildings, lounge at the cafe, shoot the breeze with neighbors and even chill at the beach. With this enhanced game engine for walking characters, *Driver 2* will also allow Tanner to get out of his car and move around freely. With a bigger variety of vehicles—including trucks, buses and vans—Tanner can now jump out on foot and carjack a better ride that suits his needs as in *Grand Theft Auto*. Tanner will also be required to walk into buildings, giving some missions a more satisfying ending than just simply pulling up to the area in your car. The main focus of the game, of course, is driving, with about 85% taking place in the car and 15% on foot. Greater attention is being given to the layout of the roads in the four new cities. In the first *Driver*, much of the landscape was flat with occasional hills. In *Driver 2*, the roads will bend around on top and underneath other roads, creating overpasses and underpasses. Freeways will be more realistic with proper merge and exit ramps, forcing drivers to actually use an exit lane while getting off. The overall city will also have more curved roads rather than the brutal 90° sharp corners in the first game. A new split-screen two-player mode will be added with destruction, chase and checkpoint-style racing games. If you played *Driver*, then you definitely know what you're in for: *Driver 2* seeks to top an already amazing PlayStation game. If you're sitting around thinking that *Driver* is merely for racing fanatics, then you're missing out on a true gem of a game. Shame on you!





## Mickey's Speedway U.S.A.

Nintendo • November • 1-4 Players



At the recent Nintendo Gamers' Summit—an annual event held for the press up in Seattle—we got an early look at Mickey's Speedway U.S.A. and tore around a couple of laps with our favorite Disney characters. Don't let the cute and cuddly Disney license fool you, this is one of the most finely-tuned kart racing games since Nintendo's own Mario Kart 64. Choose between Mickey Mouse, Donald Duck, Minnie Mouse, Daisy Duck, Goofy and others. Each racer has his or her own strengths and weaknesses with Mickey being the most "balanced" character. Mickey and friends get to race around famous American sites like Yellowstone Park, the Grand Canyon, New York City and Las Vegas. Like many kart racing games, there are tons of power-ups and weapons to keep the races even. The game contains plenty of speech and taunts from every character and actually features the authentic voice actors from Disney's animation studios. Each speech or taunt reflects the type of interaction each character has for each other. For example, when Mickey blasts a mule at Donald Duck, he'll laugh at his folks. If he makes Minnie slip on an oil slick on the other hand, he'll apologize while getting a good tongue-lashing from his girlfriend. Mickey's Speedway U.S.A. is another solid game from Nintendo's favorite developer, Rare. The only downside we can see is the outrageous suggested retail price of \$69.99!



## DEAD OR ALIVE 2: HARDWARE

Tezuka • November • 1-2 Players

Originally, Tecmo planned to have Dead or Alive 2 come out only for the Dreamcast in the U.S. while releasing Dead or Alive 2 only for the PlayStation 2 in Japan.

That has all changed, however, as Tecmo obviously can't pass up on the massive anticipation for the U.S. launch of the PlayStation 2. Being in Dead or Alive 2: Hardcore for the PlayStation 2, an amped-up version of the Dead or Alive 2 that was released in Japan. DOA 2: Hardcore will feature a better graphics engine plus new costumes, stages and even more unlockable secrets. Another cool feature will be the option to hear either the new American voice-overs or the original Japanese taunts with English subtitles. There isn't much more information from Tecmo yet on this title, but you can bet it will give Namco's Tekken Tag Tournament a run for its money when both games hit the stores alongside the PlayStation 2.



## X SQUAD

Electronic Arts • November • 1 Player

Originally called *X-File* in Japan, *X Squad* is the first original title developed by EA's Japan studio, which for years just translated EA's North American titles for the Japanese market. *X Squad* puts you in the shoes of the leader Ash in the year 2037. A nasty plague has spread throughout the city, and you and your squad's job is to defeat the bio-terrorists who started all this mess. *X Squad*'s main gameplay focus is pretty straightforward. Walk around the halls and rooms and shoot everything in sight, much like *One or Fighting Force*. You will be in charge of up to four other squad members who you can peripherally control by issuing them various commands. Each squad member has a special skill like hacking, demolitions or sniping. Using a squad member's particular skill and giving the right orders will allow you to successfully complete each mission. Ash can collect all kinds of weapons and power-ups as he marches through the levels. *X Squad* is not a very complicated endeavor, but even a high-end console like the PlayStation 2 deserves its share of simple, arcade fun.





## WCW BACKSTAGE ASSAULT

Business Arts • 4th Quarter • 1-2 Players



Any wrestling fan knows that there's more activity backstage than in the ring these days, whether it be in the locker rooms, the garage or even in the bathroom. After the positive response behind WCW Mayhem's locker room brawl, the folks at EA decided to bring all of the action backstage and away from the ring. WCW Backstage Assault features all the WCW stars and even includes the female wrestlers who were missing from WCW Mayhem. All the standard wrestling moves are intact, but what really separates this game from other wrestling games is the sheer number of objects you can pick up and use against your opponents. In the bathroom, for example, you can pick up the sink, the urinal or the hand dryer and slam them over each other's heads. In the garage, you can pick up a two-by-four, run over to the burning torch, light the wood and set the other guy on fire! Wrestlers can throw each other into other rooms as they rumble through a large map of unique areas with their own unique objects. WCW Backstage Assault will also be available for the PlayStation 3 this winter.



## THE BOUNCER

5 users/EA • 4th Quarter • 1 Player

Some details have come to light regarding the much-anticipated PlayStation 2 title from Square, *The Bouncer*. The game begins with Sion Barzakh, a nineteen-year-old bouncer, relaxing as he waits for his shift to begin at a bar called Fate. He is startled by his girlfriend, Dominique, when she tugs on his headphones to say, "Good Morning!" Sion, Dominique and fellow bouncers, Volt Krueger and Kou Larfou, enjoy a quiet morning when suddenly the sound of shattering glass kills the tranquil moment. As soon as Sion is able to gather his senses, he finds himself surrounded by a group of intruders and a brutal assault. As Sion, Volt and Krueger fight for their lives over broken tables and chairs, Dominique is captured and the intruders flee. Surveying the damage in the bar, the three bouncers determine that a group called Mikado is responsible for Dominique's abduction. And so the adventure begins. Square is calling *The Bouncer* a role-playing action title and it will be in DVD format. The DVD format's large capacity will allow all in-game dialogue to be done in voiceovers. Gameplay details are still very vague, but *The Bouncer* could end up being the most impressive title in the PlayStation 2's early line-up.



## ALONE IN THE DARK: THE NEW NIGHTMARE

Infogrames • 4th Quarter • 1 Player



*Alone in the Dark*, quite possibly the most disturbingly named franchise in the survival-horror genre, was chilling spines back when "the master of unlocking" was still cutting her teeth. The latest installment, subtitled *The New Nightmare*, thrusts supernatural private detective Edward Carnby deep into the bowels of a world reminiscent of H.P. Lovecraft's worst nightmare. The intrepid Carnby seeks to avenge the death of his best friend, Charles Fiske, and bullheadedly proceeds to retrace the steps that led to Fiske's untimely demise on the ominously named Shadow Island. Ancient terrors and unholy creatures lurk around corners and wait on ceilings as Carnby navigates the twisted landscape, fending for his life, his sanity and his soul while searching for the artifacts that contain the answers to his questions about his friend's death. Complicating the equation is Aline Cedrac, a young archaeologist who is on a quest to discover those same artifacts for reasons that may not be entirely selfless. Players can choose to control Carnby or Cedrac and have an entire arsenal of supernatural weapons and tools to aid their quest. Trial and error will determine the best application for the tools; for example, a flashlight is vital to progress in the game, but its light will attract one type of enemy while repelling another. Puzzle-solving is also a key element to progress, and the flashlight will help illuminate items that may be hidden in the shadows. Filled with intrigue, suspense, barely-glanced snatches of what-the-heck-was-that trepidation and gorgeously macabre Dreamcast environments, *Alone in the Dark: The New Nightmare* seeks to plunge its icy tendrils deep into your chest and rip out your icy terror-busting heart as you exult in the adrenaline rush of pure terror.



PSE

## SILPHEED: THE LOST PLANET

Working Designs • November • 1 Player

From the famous developer known as Treasure comes this latest incarnation of Silpheed for the PS2. Originating in the 1980s as a computer game by Game Arts, Silpheed is like a cockroach that never goes away: it appeared again in 1994 as a Sega CD game. Just when you thought it was safe to go outside again, back it comes for a third time. This new remake boasts incredible graphics and fantastic visual effects—as did the Sega CD version in its time—but the game mechanics have not changed one bit since the original version. You can only change weapons between stages, there are no power-ups and none of the new weapons you obtain seem to be quite as effective as the ones you start out with. Aside from the improved graphics, the best things about this new version of Silpheed are the occasional sparks of interesting gameplay interactions that Treasure (the developer of Gunstar Heroes, Guardian Heroes and Mischief Maker) is known for.



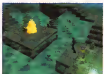
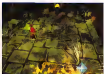
PSE

## ORPHEN: SCION OF SORCERY

Activision • November • 1 Player

Activision's latest PS2 game is a translation of the Japanese game Sorcerous Stabber Orphen, also known as Maytoshu Orphen, which roughly translates to "Magic Arts Soldier Orphen." While it's fairly unknown in America (his explains the bizarre new title), Maytoshu Orphen was originally a Japanese comic which later became an animated series. One little-known fact is that the developer of this game, Shade, also programmed The Granstream Saga! This is Shade's first post-PlayStation console effort, and even as an action/RPG many of its elements are more focused on the RPG side and less so on the action. For example, even though there are action sequences where you must dodge obstacles, jump over pits and battle enemies,

wherever you fight a boss you can't move around at all—you can only cast different spells. Boss battles are not turn-based, but since you're relegated to just pressing different attack/defense buttons at different time intervals, it really makes you feel like you're not really directly controlling your character's actions. This huge change of focus in gameplay style is certainly unique, although most gamers who aren't rabid anime otaku may find it awkward. On the other hand, the anime sequences are some of the sharpest and cleanest animation we've seen, even for a DVD.



PSE

## GRANDIA II

Ubi Soft • December • 1 Player



Grandia II is the follow-up to the extremely popular role-playing game Grandia, which came out for the PlayStation last year. In Japan, Grandia was originally released for the Sega Saturn back in 1997. The Grandia series thus makes its return to the Sega fold as Grandia II is exclusive only to the Dreamcast. The main character, Ryudo, is a vagrant sword-for-hire who begrudgingly takes on a job to escort Elena, a priestess of Grimas, to participate in a secret ceremony. During the mysterious ceremony, something goes horribly wrong and Ryudo jumps in to save Elena from the clutches of an evil force. A simple escort assignment soon turns into a full-scale war between good and evil as Ryudo finds himself destined to save humanity. Much of the same features found in Grandia return in Grandia II, like the ability to rotate the camera angle a full 360°. Also making its return is the Initiative Point gauge system which combines turn-based and real-time battle sequences to create a unique approach to gameplay. The graphics in Grandia II really show how a traditional RPG can graduate to a stunning and mesmerizing 3-D world. Grandia II is a very special game for Dreamcast owners who are looking for more traditional elements in an RPG game, including complex characters and a deep, involving storyline.







## SHRAPNEL: URBAN WARFARE 2025

Ripcord • November • 1-4 Players

# SHRAPNEL

//URBAN WARFARE 2025//



Ripcord Games prides itself in making games that simulate actual wartime scenarios and weaponry. You won't find fancy laser guns or plasma rifles in many of the company's first-person shooters, like the Spec Ops series. In Shrapnel: Urban Warfare 2025, however, Ripcord bends some of those rules by featuring futuristic weapons, albeit based on formerly-classified military designs. Shrapnel: Urban Warfare 2025 was originally called M.O.U.T. 2025 and was planned as a continuation of the Spec Ops series, but its theme warranted its own series. The game focuses on the confusion of urban warfare, one of the most difficult tactical operations during a war. The combat is based on true-to-life classified infantry strategy for infiltrating city dwellings. The environments all have an industrial metropolis look with plenty of neon lights and projection screen billboards. Shrapnel: Urban Warfare 2025 will be part of

the SegaNet line-up and will feature multiple online gameplay modes for up to eight players, including deathmatch, cooperative team play and objective-based missions.

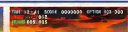


## GUNGRIFFON BLAZE

Working Designs • November • 1 Player



Here's another game series that's enjoying a makeover on the PS2. The original Gungriffon was released here in 1996 for the Sega Saturn, designed and developed by Game Arts. It was lauded for its fast action and responsive gameplay, a feature that always seemed necessary for a mech game, despite the fact that most games of that genre contained interfaces that were complex, slow and clunky. Gungriffon Blaze is perhaps everything that the originals were supposed to be, had the proper resources been available. The format of this new installment is true to the original, it just looks a great deal better. The only drawback is that the control scheme may be a little too complex for beginners. Those gamers who are experienced in other mech games like Armored Core may also be initially frustrated since the button configuration is so different. Let's hope the Working Designs will add a much-needed custom button configuration mode instead of forcing the player to choose from a number of presets.



## THE WORLD IS NOT ENOUGH

EA • November • 1-2 Player



Another look at the PlayStation version of *The World Is Not Enough* has us blown away! This is definitely what PlayStation owners have been looking for: a fast-paced first-person shooter with fluid controls. Many first-person shooter games for the PlayStation have horrible aiming controls, but we won't miss any of them. *The World Is Not Enough* has an auto-aiming system that keeps you from squinting and adjusting tiny crosshairs. The most impressive feature, without a doubt, is the graphics. The folks at Black Ops—developer of the PlayStation version of *The World Is Not Enough*—have really outdone themselves with the beautiful textures, colors and character models. It is one of the best-looking PlayStation games to date. The game follows the movie's plot very closely and utilizes cut-scenes from the film to create a seamless presentation. It's not all lead-pumping action for Bond; you must make good use of Q's gadgets to fulfill your missions. There's even a small mini-game where you have to make money playing Blackjack at the casino! The game also has plenty of humor; you'll have to check everything out because you'll never know what the developer Slack in for a few laughs. *The World Is Not Enough* is one sleek and polished title, just like the Man himself.

# The World Is Not Enough

007

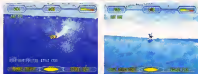






## CHAMPIONSHIP SURFER

Mittel + November + 1 Player



That boy" Collins and Rochelle Ballard, to name a few. The action takes place on a fictional South Pacific island with ten selectable beach locations, each with its own unique wave formations and varying weather conditions. There's something relaxing about the game, possibly because of the island climate and the lazy "vacation" feel. *Championship Surfer* is a good pick-up-and-play game, but it also offers more challenging modes if you really get into it.



**TONY HAWK'S PRO SKATER 2**

Activityion • November • 1-2 Players

Tony Hawk's Pro Skater 2 is going to be another monster title for Activision this holiday season after the huge success of the first game. Many developers have since hopped on the skateboarding bandwagon with attempts to imitate Tony Hawk, but no one has come close. The secret to the Tony Hawk series is probably its perfect balance between simulating real-life skating moves contrasted with all-out arcade fun. Players earn money as they skate and complete various objectives laid out for each course. The money can buy different trick sets, clothing or the ability to increase various player attributes to improve the skate.

The Dreamcast version of Tony Hawk's Pro Skater 2 is a direct port of the PlayStation version, offering the exact same gameplay modes. We're sure you don't need to hear it from us to demand this game for Christmas!



### MARIO PARTY 3

Nintendo • Puzzle 2001 • 1-4 Players



More multiplayer fun is on the way for the MS4 with *Mario Party 3!* The game is being released in Japan this December and should be making its way to the U.S. by early next year. This party will feature ten board maps and a whopping 70 all new mini-games. A new mode will be introduced in *Mario Party 3* called, *Dual Map* system. It will allow you to bring along a "help" character that you can call on at anytime during a one-on-one match against a friend. This means that you can still enjoy a one-on-one match-up with several characters without having to play against the annoying computer-controlled players, which some people have



## COOL BOARDS 2001

### Sunny + Mavericks + 1-2 Players



The Cool Boarders franchise continues into the next millennium! Cool Boarders 2001 is a little more hardcore compared to the rest of the series. The difficulty level is pretty challenging right from the start, so you will need to be a little familiar with the controls if you're a beginner. The game features a new fighting mode that can be turned on or off. You can punch your fellow boarders as you glow down the hill, much in the same spirit as Road Rash. You can select various snowboarding gear from a huge list of manufacturers, including Nike, Billabong, Vans, Burton, F&F, and more. Featuring 300 all-new motion-captured animation sequences from various pro snowboarders, Cool Boarders 2001 should be the most realistic snowboarding game this winter.

GAME BOY COLOR

## MEGA MAN XTREME

Capcom • November • 1-2 Players



Fans of the blue bomber may be pleased to see him running rampant in his first Game Boy Color cart. But as the title suggests, this game has more in common with the Mega Man X series, which includes games that are known to be more difficult and more serious in tone than the standard Mega Man games. An all-new adventure, its story revolves around a new ally named Mido, a new enemy named Techno and two brand new "boss" characters. Players who clear the first set of stages should not be surprised to find a different set of levels available in the second round. Mega Man Xtreme is also compatible with the original monochrome Game Boy and features a convenient "auto save" feature that makes continuing easier for gamers on the go.



GAME BOY COLOR

## DRAGON'S LAIR

Capcom • November • 1 Player



Capcom scored big when it acquired the rights to this vintage arcade conversion. This isn't the first cartridge-based version of the classic laserdisc game, but it is the first one to actually duplicate the coin-op experience through the use of full-motion video sequences stored directly on a ROM chip. This technique has been used sparingly on the Game Boy Color—most notably in the introduction sequences of Disney's Tarzan and Star Wars Episode I Racer—but developer Digital Eclipse must have some super-heavy-duty compression technology, "cause this is the first time that anyone has attempted to make an entire full-motion video game without the use of a laserdisc or CD-ROM drive. Not only does it look awesome, but we've been assured that all of the game's sequences—including the "mirror image" scenes—will appear in the proper order as in the coin-op original.

GAME BOY COLOR

## MONSTER RANCHER EXPLORER

Tecmo • Available Now • 1 Player



It took us a minute to figure out why this game looked so familiar; it's actually an upgraded version of Tecmo's old NES game Solomon's Key (or Solomon's Quest if you played it on the original monochrome Game Boy) with monsters from the Monster Rancher series added to the mix. You play as Cox, a young anthropologist who must work his way through dozens of stages and climb to the top of a tower by finding keys and solving puzzles. As in Solomon's Key, Cox uses his hammer to create boxes out of thin air or smash them to bits. Trapped in the tower are "Good Guy" and "Bad Guy" monsters who can be traded in soccer games and regenerated at the shrine, where they will join your quest and provide you with special abilities. Finding our old pal Susco, for example, will allow Cox to see all of the hidden items on any stage. You can even create your own stages and share them with friends by using the Link Cable.

GAME BOY COLOR

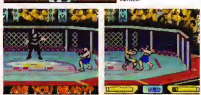
## ULTIMATE FIGHTING CHAMPIONSHIP

Gnko • November • 1-2 Players

Like the award-winning Dreamcast title of the same name, the Game Boy Color version of Ultimate Fighting Championship will attempt to recreate all aspects of a UFC presentation on TV, complete with real-life fighters, logos, theme music and more. Naturally, the UFC's official announcer and head referee—Bruce Buffer and Big John McCarthy, respectively—will also be on



hand for the festivities. In addition to three fighting modes—Championship, Versus and Survival—the game will also feature a training mode in which you can learn your favorite fighter to learn special moves from McCarthy himself.



# GAME TRACK!

Your handy resource guide for tracking upcoming game releases. Keep in mind that there is no such thing as a "sure thing"; all release dates are subject to change.\*

## NINTENDO 64 NOVEMBER

- |    |  |            |
|----|--|------------|
| 1  | Benjo-Toolie                           | Rare       |
| 2  | Batman Beyond                          | Ubi Soft   |
| 3  | Blues Brothers 2000                    | Thus       |
| 4  | Carnivale                              | Vatical    |
| 5  | Heracles: The Legendary Journeys       | Thus       |
| 6  | Hey You, Pikachu!                      | Nintendo   |
| 7  | Indiana Jones and the Infernal Machine | LucasArts  |
| 8  | Mia Hamm 64 Soccer                     | SouthPeak  |
| 9  | Mickey's Speedway USA                  | Nintendo   |
| 10 | Midway's Greatest Arcade Hits V. 1     | Midway     |
| 11 | Ready 2 Rumble Boxing: Round 2         | Midway     |
| 12 | Roswell Conspiracies                   | RedStorm   |
| 13 | Rugrats In Paris: The Movie            | THQ        |
| 14 | Scooby Doo! Classic Creep Capers       | THQ        |
| 15 | Spider-Man                             | Activision |
| 16 | Star Wars: Battle for Naboo            | LucasArts  |
| 17 | Tom & Jerry                            | Mattel     |
| 18 | Transformers Beast Wars                | Bam        |
| 19 | WCW Backstage Assault                  | EA         |
| 20 | The World Is Not Enough                | EA         |
| 21 | WWF: No Mercy                          | THQ        |

## DECEMBER

- |    |                                  |          |
|----|----------------------------------|----------|
| 22 | Aidyn Chronicles: The First Mage | THQ      |
| 23 | Disney's Donald Duck             | Ubi Soft |
| 24 | Ms. Pac-Man Maze Madness         | Namco    |
| 25 | Paper Mario Star                 | Nintendo |

## JANUARY

- |    |                          |          |
|----|--------------------------|----------|
| 26 | Conker's Bad Fur Day     | Nintendo |
| 27 | Disney's Dinosaur Planet | Nintendo |
| 28 | Eternal Darkness         | Nintendo |
| 29 | Mega Man 64              | Capcom   |

## POSSIBLE IN 2001

- |    |   |           |
|----|---|-----------|
| 30 | Airboarder! USA                               | AgeTec    |
| 31 | Animal Forest                                 | Nintendo  |
| 32 | Custom Robo                                   | Nintendo  |
| 33 | Custom Robo V.2                               | Nintendo  |
| 34 | Dance Dance Revolution: Disney Dancing Museum | Nintendo  |
| 35 | Detective Burke: The Mystery Cruise           | Mattel    |
| 36 | Doubuho Bancho                                | Nintendo  |
| 37 | Echo Delta                                    | Nintendo  |
| 38 | F-1 Grand Prix 2000                           | Eidos     |
| 39 | Mario Party 3                                 | Nintendo  |
| 40 | Mini Racers                                   | Nintendo  |
| 41 | Pokemon Stadium Gold, Silver & Crystal        | Nintendo  |
| 42 | Mysterious Dungeons: Shins the Wanderer 2     | Chernsoft |
| 43 | Rika  | Nintendo  |
| 44 | Sin & Punishment                              | Nintendo  |
| 45 | Viewpoint 2064                                | T.B.A.    |

## PLAYSTATION NOVEMBER

- |    |  |                 |
|----|--|-----------------|
| 1  | 007 Racing                             | EA              |
| 2  | 102 Dalmatians: Puppies to the Rescue  | Eidos           |
| 3  | Alone in the Dark: The New Nightmare   | Infogrames      |
| 4  | Army Men Air Attack 2                  | 3DO             |
| 5  | Army Men Arcade Blasts                 | 3DO             |
| 6  | Army Men Kids Action                   | 3DO             |
| 7  | Army Men World War Land, Sea and Air   | 3DO             |
| 8  | Arthur! Ready to Race                  | Mattel          |
| 9  | Batman Racing                          | Ubi Soft        |
| 10 | Blade                                  | Activision      |
| 11 | Buffy the Vampire Slayer               | Fox             |
| 12 | Bugs Bunny & Tas: Time Busters         | Infogrames      |
| 13 | Carnageddon 2                          | Interplay       |
| 14 | Championship Motocross                 | THQ             |
| 15 | Championship Surfer                    | Mattel          |
| 16 | Chicken Run                            | Activision      |
| 17 | Collin McRae 2 Rally                   | Codemasters     |
| 18 | Cool Boarders 2001                     | Sony            |
| 19 | Crash Bash                             | Sony            |
| 20 | Disney's Donald Duck                   | Ubi Soft        |
| 21 | Disney's The Emperor's New Groove      | Sony            |
| 22 | Driver 2                               | Infogrames      |
| 23 | Duke's of Hazard 2                     | SouthPeak       |
| 24 | Elit Dead: Hail to the King            | THQ             |
| 25 | F-1 World Grand Prix 2000              | Eidos           |
| 26 | Final Fantasy IX                       | Square/EA       |
| 27 | Formula 1 2000                         | Midway          |
| 28 | Goofy's Fun House                      | Mattel          |
| 29 | The Grinch                             | Konami          |
| 30 | HBD Boxing                             | Acclaim         |
| 31 | Hidden and Dangerous                   | Take 2          |
| 32 | Hot Wheels Extreme XTR Racing          | Mattel          |
| 33 | Inspector Gadget                       | Ubi Soft        |
| 34 | Knockout Kings 2001                    | EASports        |
| 35 | Loony Tunes Racing                     | Infogrames      |
| 36 | The Lion King Simba's Mighty Adventure | Activision      |
| 37 | Lunar 2: Eternal Blue                  | Working Designs |
| 38 | Mat Hoffman's Pro BMX                  | Activision      |
| 39 | March Madness 2001                     | EA              |
| 40 | Mega Man X5                            | Capcom          |
| 41 | Monster Force                          | Konami          |
| 42 | Moto Racer World Tour                  | Infogrames      |
| 43 | The Mummy                              | Konami          |
| 44 | NASCAR Racers                          | Hafstro         |
| 45 | NBA Shootout 2001                      | Sony            |
| 46 | NCAA Final Four 2001                   | Sony            |
| 47 | Nicktoons Racing                       | Hafstro         |
| 48 | Obi Wan                                | THQ             |

- |    |   |                 |
|----|---|-----------------|
| 49 | Persona 2                               | Atlus           |
| 50 | Power Spike Pro Beach Volley            | Infogrames      |
| 51 | Rainbow Six: Rogue Spear                | Red Storm       |
| 52 | Ready 2 Rumble Boxing: Round 2          | Midway          |
| 53 | Rescue Heroes: Molted Menace            | Mattel          |
| 54 | Rock 'em Sock 'em Robots Arena          | Mattel          |
| 55 | Sabrina: The Teenage Witch              | Entelgy Systems |
| 56 | Scooby Doo! Classic Creep Capers        | THQ             |
| 57 | Spyro: Year of the Dragon               | Sony            |
| 58 | Star Wars: Demolition                   | LucasArts       |
| 59 | Tiger Woods PGA Tour 2001               | EASports        |
| 60 | Tomb Raider Chronicles                  | Eidos           |
| 61 | Torneko: The Last Hope                  | Eidos           |
| 62 | V.I.P.                                  | Ubi Soft        |
| 63 | Warriors of Might & Magic               | 3DO             |
| 64 | Woody Woodpecker Racing                 | Hafstro         |
| 65 | World Destruction League: Thunder Tanks | 3DO             |
| 66 | The World Is Not Enough                 | EA              |
| 67 | WWF Smackdown! 2                        | THQ             |
| 68 | X-Men: Mutant Wars                      | Activision      |

## DECEMBER

- |    |                  |        |
|----|------------------|--------|
| 69 | Blade Arts       | Eidos  |
| 70 | Deuce            | Midway |
| 71 | Martian Gothic   | Take 2 |
| 72 | Super Cross 2001 | EA     |

## 1ST QUARTER 2001

- |    |                        |                 |
|----|------------------------|-----------------|
| 73 | Arc the Lad Collection | Working Designs |
| 74 | Disney's Aladdin       | Sony            |
| 75 | Lego Stunt Rally       | Lego            |
| 76 | The Road to El Dorado  | Ubi Soft        |
| 77 | Roswell Conspiracies   | Red Storm       |

## POSSIBLE IN 2001

- |    |                               |        |
|----|-------------------------------|--------|
| 78 | Acocanga                      | Sony   |
| 79 | Dance Dance Revolution        | Konami |
| 80 | Digimon World 2               | Bandai |
| 81 | Dragon Warriors VII           | Eidos  |
| 82 | Fear Effect: Retro Helix      | Eidos  |
| 83 | Fist of the North Star        | Bandai |
| 84 | Legacy of Kain: Soul Reaver 2 | Eidos  |
| 85 | Metal Slug X                  | AgeTec |
| 86 | Mr. Driller 2                 | Namco  |
| 87 | Simpsons Wrestling            | Fox    |
| 88 | Tales of Eternia              | Namco  |
| 89 | Time Crisis: Project Titan    | Namco  |

## PLAYSTATION 2 NOVEMBER

- |   |                       |        |
|---|-----------------------|--------|
| 1 | Age of Empires 2      | Konami |
| 2 | Armored Core 2        | AgeTec |
| 3 | Army Men Air Attack 2 | 3DO    |
| 4 | ATV Off-Road          | Sony   |



- 1 Big SSK Snowboarding EA
- 2 Billiards Infogrames
- 3 Carrier Jaleco
- 4 Cool Pool Billiards Master Take 2
- 5 Disney's Jungle Book Ubi Soft
- 6 Donald Duck Ubi Soft
- 7 ESPN: NBA 2Night Konami
- 8 ESPN: NFL Prime Time Konami
- 9 ESPN: X Games Snowboarding Konami
- 10 Eternal Ring Agatec
- 11 EverGrace Agatec
- 12 F-1 2001 EA
- 13 F-1 Championship '99 Ubi Soft
- 14 FIFA 2001 Major League Soccer EA
- 15 Gradus III & IV Konami
- 16 Gundam Wing Bandai
- 17 Kengo: Master of the Bushido Crane
- 18 The Lost Crane
- 19 Midnight Club: Street Racing Rockstar
- 20 NHL 2001 EA
- 21 Off-Road Thunder Midway
- 22 Onimusha Warriors Capcom
- 23 Rayman 2 Ubi Soft
- 24 RC Revenge Pro Acclaim
- 25 Real Pool Infogrames
- 26 Revolt 2 Acclaim
- 27 Roadsters Trophy Interplay
- 28 Shadow of Destiny Konami
- 29 Star Wars Episode 1: Starfighter LucasArts
- 30 Super Bust-A-Move Acclaim
- 31 Theme Park World EA
- 32 Tiger Woods PGA Tour 2001 EA Sports
- 33 Top Gear Dare Devil Kemco
- 34 Unreal Tournament Infogrames
- 35 Wipeout Fusion Sony
- 36 World Destruction League Thunder Tanks 3DO

## DECEMBER

- 1 Army Men Sarge's Heroes 2 3DO
- 2 Cool Boarders: Code Alien Sony
- 3 Disney's Olinosaurs Ubi Soft
- 4 Fury Midway
- 5 Galleon Interplay
- 6 Ground Control Bentley Systems
- 7 MDK 2 Armageddon Interplay
- 8 NASCAR 2001 EA Sports
- 9 Orphen Activision
- 10 Off-Road Outlaws Interplay

## 1ST QUARTER 2001

- 1 The Bouncer Square EA
- 2 Dark Cloud Sony
- 3 Ephemeral Fantasia Konami
- 4 F-1 Championship Season EA Sports
- 5 Gauntlet Dark Legacy Midway
- 6 Gran Turismo 2001 Sony
- 7 GuitarMan Konami
- 8 Gunslinger Activision

- 9 ICO Sony
- 10 Knockout Kings 2001 EA Sports
- 11 Moto GP Namco
- 12 Navy Seals Jaleco
- 13 NBA Live 2001 EA Sports
- 14 NBA Showtime Midway
- 15 Oddworld: Munch's Oddysee Infogrames
- 16 Oni Rockstar
- 17 Project Eden Eidos
- 18 Seven Blades Konami
- 19 The Sky Odyssey Sony
- 20 Sled Storm 2 EA
- 21 Star Wars: Super Bombad Racing LucasArts
- 22 Street Lethal Activision
- 23 Stunt GP Interplay
- 24 Warriors of Might & Magic 3DO
- 25 The World Is Not Enough EA

## POSSIBLE IN 2001

- 1 All Star Baseball 2002 Acclaim
- 2 Baldur's Gate Interplay
- 3 Beast Wars BAM
- 4 Bloody Roar 3 Hudson
- 5 C-12 Sony
- 6 Championship F-1 Racing BAM
- 7 Dance Summit 2001 Enix
- 8 Dropship Sony
- 9 Extinction Sony
- 10 Final Fantasy X Square EA
- 11 Final Fantasy XI Square EA
- 12 Galerians 2 Crane
- 13 The Getaway Sony
- 14 Jade Cocoon 2 Crane
- 15 Kessen 2 EA
- 16 Klonica 2 Namco
- 17 Legacy of Kain: Soul Reaver 2 Eidos
- 18 Legion Midway
- 19 Metal Gear Solid 2: Sons of Liberty Konami
- 20 MTV Music Generator Codemasters
- 21 NBA Shootout 2001 Sony
- 22 NCAA Final Four 2001 Sony
- 23 NCAA GameBreaker 2001 Sony
- 24 NHL FaceOff 2001 Sony
- 25 One Force Agatec
- 26 Red Faction THQ
- 27 Ring of Red Konami
- 28 RoboCop Titus
- 29 Run Like Hell Interplay
- 30 Seven Namco
- 31 Shadowman: Second Coming Acclaim
- 32 Silent Hill 2 Konami
- 33 Spy Hunter Midway
- 34 Star Ocean 3 Enix
- 35 Tony Hawk's Pro Skater 2 Activision
- 36 TVDZ Sony
- 37 Unison Tecmo
- 38 V'Room Interplay

- 39 Wetrix 2 T.A.A.
- 40 Zone of the Enders Konami

## DREAMCAST NOVEMBER

- 1 102 Delusions: Puppets to the Rescue Eidos
- 2 Alone in the Dark: The New Nightmare Infogrames
- 3 Arcanterra Ubi Soft
- 4 Army Men: Sarge's Heroes Midway
- 5 Ball Breakers Take 2
- 6 Bang! Gunship Elite Red Storm
- 7 Capcom vs. SNK: Millennium Fight 2000 Capcom
- 8 Championship Surfer Mattel
- 9 Dave Mirra Freestyle BMX Acclaim
- 10 Deer Avenger Bentley Systems
- 11 Dragon Rider Ubi Soft
- 12 ECW: Anarchy Rule Acclaim
- 13 ESPN: Baseball 2Night Konami
- 14 ESPN: Links Golf Konami
- 15 Evil Dead: Hail to the King THQ
- 16 Freestyle Motocross: McGrath vs. Patena Acclaim
- 17 Gorka Morka Ripcord
- 18 The Grinch Konami
- 19 Half-Life Bentley Systems
- 20 Heroes of Might & Magic 3DO
- 21 Hoyle Casino Bentley Systems
- 22 Jet Grind Radio Sega
- 23 Legend of the Blade Master Ripcord
- 24 Looney Tunes Space Race Infogrames
- 25 Mat Hoffman's Pro BMX Activision
- 26 Metropolis Street Racer Sega
- 27 Midway's Greatest Arcade Hits V. II Midway
- 28 Midway's Greatest Arcade Hits V. III Midway
- 29 Monster Breeder Tomino
- 30 Ms. Pac-Man Maze Madness Namco
- 31 The Mummy Konami
- 32 Outrigger Sega
- 33 P.O.D. II Ubi Soft
- 34 Polaris Snocross Vatical
- 35 Prince of Persia Mattel
- 36 Project Justice Capcom
- 37 Quest of the Blade Master Ripcord
- 38 Ready 2 Rumble Boxing: Round 2 Midway
- 39 Roswell Conspiracies Red Storm
- 40 Sega Marine Fishing Sega
- 41 Shenmue Sega
- 42 Shrapnel: Urban Warfare 2025 Ripcord
- 43 Sierra Sports Game Room Bentley Systems
- 44 Skies of Arcadia Sega
- 45 Sno-Cross Championship Racing Crane
- 46 Soldier of Fortune Crane
- 47 Sonic Shuffle Sega
- 48 Speed Devils 2 Ubi Soft
- 49 Star Wars: Demolition LucasArts
- 50 Stunt GP Infogrames
- 51 S.W.A.T. 3D Bentley Systems
- 52 System Shock 2 Vatical

- 48 Test Drive Le Mans Infogrames  
 49 Tony Hawk's Pro Skater 2 Crave  
 50 Tomb Raider Chronicles Eidis  
 51 Unreal Tournament Infogrames  
 52 Who Wants to Beat Up a Millionaire? Berkeley Systems

## DECEMBER

- 53 Armada 2 Metro 3D  
 54 Daytona U.S.A. Sega  
 55 Disney's Dinosaur Ubi Soft  
 56 Grandia 2 Ubi Soft  
 57 Stupid Invaders Ubi Soft

## 1ST QUARTER 2001

- 58 Age of Empires II Konami  
 59 Max Steel Mattel  
 60 Microsoft Combat Flight Simulator Konami  
 61 Playmobil Hype Ubi Soft

## POSSIBLE IN 2001

- 62 18 Wheeler Pro Truckers Sega  
 63 Alien Front Online Sega  
 64 Black & White Sega  
 65 Dee Dee Planet Sega  
 66 Dino Crisis Capcom  
 67 Evil Twin Ubi Soft  
 68 Fiolgan Brothers Sega  
 69 Guffy Gear X T.B.O.  
 70 Gun Valkyrie Sega  
 71 ILLbleed Sega  
 72 King of Fighters 2000 AgeTec  
 73 Legacy of Kain: Soul Reaver 2 Eidis  
 74 L.D.L. AgeTec  
 75 Mr. Driller 2 Namco  
 76 NappleTale Sega  
 77 Phantasy Star Online Sega  
 78 Planet Harrier Sega  
 79 Planet of the Apes Fox  
 80 Rent A Hero No. 1 Sega  
 81 Resident Evil 3: Nemesis Capcom  
 82 Seaman 2001 Edition Sega  
 83 Sega Tetris Sega  
 84 The Seven Secret Mansions Koei  
 85 Shenmue Chapter 2 Sega  
 86 Sonic Adventure 2 Sega  
 87 Toy Racer Sega  
 88 The Typing of the Dead Sega  
 89 Vampire Chronicles Capcom  
 90 Virtua Cop 2 Sega

GAME BOY COLOR  
NOVEMBER

- 1 3-D Ultra Pinball: Thrill Ride Sierra  
 2 Action Man THQ  
 3 Airforce Delta Konami  
 4 Army Men: Air Combat 3DO  
 5 Army Men: Arcade Blasts 3DO  
 6 Army Men: Sarge's Heroes 2 3DO  
 7 Barbie Magic Genie Mattel  
 8 Barbie Pet Rescue Mattel

- 9 Batman Racing Ubi Soft  
 10 Blade Activision  
 11 Blue's Clues Mattel  
 12 Buzz Lightyear of Star Command Activision  
 13 Cannon Fodder Codemasters  
 14 Carnivale Vatical  
 15 Chicken Run THQ  
 16 Cruik'n Exotica Midway  
 17 Dave Mirra Freestyle BMX Acclaim  
 18 Disney's Aladdin Ubi Soft  
 19 Disney's Jungle Book Ubi Soft  
 20 Donkey Kong Country Nintendo  
 21 Dragon's Lair Capcom  
 22 Dukes of Hazzard Southpeak  
 23 ESPN: NBA 2Night Konami  
 24 FIFA 2001 EA Sports  
 25 Flintstone's Burgerime in Bedrock Electro Source  
 26 Force 21 Red Storm  
 27 Gauntlet Legends Midway  
 28 Godzilla 2 Crave  
 29 The Grinch Konami  
 30 Harvest Moon 2 Crave  
 31 Harley Davidson: Race Across America Infogrames  
 32 Hercules: The Legendary Journeys Titus  
 33 Inspector Gadget Ubi Soft  
 34 Lemmings Revolution Take2  
 35 Lego Alpha Team Lego  
 36 Lego Racers Lego  
 37 Lego Stunt Rally Lego  
 38 The Lion King: Simba's Mighty Adventure Activision  
 39 Little Nicky Ubi Soft  
 40 Madden NFL 2001 EA  
 41 Mega Man Xtreme Capcom  
 42 Metal Walker Capcom  
 43 Mia Hamm Soccer South Peak  
 44 Microsoft Entertainment Pack Electro Source  
 45 Microsoft Pinball Arcade Electro Source  
 46 Monster Rancher Explorer Terno  
 47 The Mummy Konami  
 48 MTV Sports: Pure Ride THQ  
 49 MTV Sports: Ultimate BMX THQ  
 50 Dbi Wan THQ  
 51 Playmobil Hype Ubi Soft  
 52 Playmobil Laura Ubi Soft  
 53 Pokémon Puzzle League Nintendo  
 54 Powerpuff Girls Bad Mojo BAM  
 55 Powerspike Pro Beach Volley Infogrames  
 56 Racin' Rats Mattel  
 57 Ready 2 Rumble Boxing: Round 2 Midway  
 58 Rescue Heroes Fire Frenzy Mattel  
 59 Road Rash EA  
 60 Robopon Atlas  
 61 Roswell Conspiracies South Peak  
 62 Rugrats in Paris: The Movie THQ  
 63 Sabrina Nexes  
 64 Sergeant Rock BAM

- 65 Surfing Ubi Soft  
 66 Tech Deck Skateboarding Activision  
 67 TOCA Touring Championship South Peak  
 68 Tony Hawk's Pro Skater 2 Activision  
 69 Ultimate Fighting Championship Crave  
 70 V.I.P. Ubi Soft  
 71 Warriors of Might & Magic 3DO  
 72 Woody Woodpecker Racing Konami  
 73 World Destruction League 3DO  
 74 The World Is Not Enough EA  
 75 X-Men Mutant Wars Activision

## DECEMBER

- 76 Alice in Wonderland Nintendo  
 77 Aliens: The Nomads Encounter THQ  
 78 Buffy The Vampire Slayer THQ  
 79 Kirby's Tilt 'n Tumble Nintendo  
 80 Luffia Crave  
 81 Powerpuff Girls Paint BAM  
 82 Scooby Doo! Classic Creep Capers THQ  
 83 The Simpsons THQ  
 84 WWF No Mercy THQ

## 1ST QUARTER 2001

- 85 Croc 2 THQ  
 86 Matchbox Emergency Patrol Mattel  
 87 Mission Bravo Mattel  
 88 NBA Live 2000 EA Sports  
 89 Pocket Racers Interplay  
 90 Powerpuff Girls Battle Him BAM  
 91 Ronaldo V Soccer Infogrames

## POSSIBLE IN 2001

- 92 Alone in the Dark: The New Nightmare Infogrames  
 93 Card Heroes Nintendo  
 94 Castlemania II Konami  
 95 Command Master Enix  
 96 Crusaders of Might & Magic 3DO  
 97 Dino Crisis Capcom  
 98 Grandia: Parallel Trippers Hudson  
 99 Legend of the River King 2 Natsume  
 100 The Legend of Starfire Nintendo  
 101 Mat Hoffman's Pro BMX Activision  
 102 Mario Tennis Nintendo  
 103 Mat Hoffman's Pro BMX Activision  
 104 Merlin EA  
 105 Monster Tactics Nintendo  
 106 Phantom Zona Nintendo  
 107 Pocket King Namco  
 108 Pokémon Crystal Nintendo  
 109 Robin Hood EA  
 110 Star Ocean: Blue Sphere Enix  
 111 Tales of Fantasia Namco  
 112 Tennis GBC Nintendo  
 113 The World Is Not Enough EA  
 114 Wizardry AgeTec  
 115 Wizardry 2 AgeTec  
 116 Wizardry 3 AgeTec  
 117 The Legend of Zelda: Majora's Mask of Power Nintendo



## DRUM RICK

Play as Drum Rick. To play as Drum Rick, you must first earn all of the trophies and awards in all stages. Once you've done this, return to the main area where you can be found and look for the flag that jumps around in the wavy area in front of the giant Whig head. One of the flags will have a red asterisk next to it; head, if you touch that flag with your vehicle, Drum Rick will be released.

Play as T.T. To play as T.T., you must race on each course once. T.T. mode costs T.T. coins; not to challenge you, he won't appear until you beat the pre-programmed track record in a particular track by a fairly large margin. When he challenges you, you must defeat him in a race on that course. Once you beat him in a particular track, a small T.T. can sail away when you select that track in Time Trial mode. When you beat T.T. and earn the T.T. symbol in every single track, T.T. will appear as a playable character.

Magi Codes Choose "Magi Codes" from the Options menu and enter any of the following codes. Once the codes are in place, use the "Code List" option to turn them on or off. Note that many of these codes only affect the "Track" mode, not the "Adventure" mode; the codes that can affect the "Adventure" mode are marked with an asterisk (\*)

ANNOUL-Wig character  
BEEFWHEELS-Inflatable characters  
JUKES-Music menu (appears under "Audio Options")  
NEEDLES-Start with 10 bananas  
RABBITMOUTH-Innate charm (giving it will make your character speak instead of roaring the horn)

WHODITHIS-Display credits when you exit the Magi Code menu

FREEPIEGALLOWS-Disable weapons

BOYLETOWTUM-Disable banners

OGUSUNANUS-Bananas reduce speed

VITAMIN-No limit to bananas

CRIMINALITY-All balloons are red (replaces TOXICOFFENDER-A all balloons are green (top item))

ROSETTUL-All balloons are blue (replaces TOXICOFFENDER-A all balloons are yellow (top item))

OPPOSITETRACK-All balloons are rainbow (replaces TOXICOFFENDER-A all balloons are rainbow (top item))

RAISONABLE-Maximum power up (all balloons give "Real Time" power-up intensity)

ZAPDIFFERS-Turn off lights

DOUBLYDIFFERS-Select same player (both players can choose the same character)

GRAND-Your Wheel Drive (better position on disc, game, etc.)

JOINTVENTURE-Enable two-player "Adventure" mode

TIMECLOTH-Obtains all secret opponents

SECRET CODES

Enter the following password (or part in level 1) in the password in the game:

711 L B F W B F W J V V

With this password in place, press START to begin the game. You'll see a new option at the pause menu called "Return". This allows you to become invulnerable, boost your health, access all weapons (and refill your ammo) or travel the entire race with all enemies and objects shown. There's also a stage skip option; press left or right to change the name of the stage and press a C button to warp there.

## DRUG TRIP

Over Code

NOTE: Use the D-pad to enter the following codes, not the analog joystick. At the main menu, select the left "New Game/Save Game/Load Game" screen. Left, L, L, Right, Right, Left, Left. A new option called "Cheats" will appear, but all of the cheats will be "locked" until you've entered the following additional codes (those must also be entered at the main menu):

- Invincibility On/Off-Press the R button seven times, then press Left
- Multiplayer On/Off-Press L, C, Right, L, C, Right, Left, Left
- All Items On/Off-Press R, C, Right, L, C, Right, C, Right
- Level Select-Press L, L, L, C, Right, Left, Left

With these codes in place, enter the "Cheats" screen and you will find that all of the cheats have been unlocked.

## DRUG TRIP

Over Code

Enter any of the codes below at the title screen while the words "Press Start" are flashing. You'll hear a special sound effect after entering a correct code.

Action: FAKER Mode-Down, Down, A, Z, Z, Left, A

Action: FAKER Mode-Down, Down, A, Z, Z, Left, A

Start with infinite ammo 36-30, C, C, C, C, C, L, R, L

Start with infinite ammo Phaser-Down, Up, A, L, R, Z

Extra Multiplayer Characters Group 1-A, L, R, Left, B, Down, up

Extra Multiplayer Characters Group 2-R, A, A, L, R

Extra Multiplayer Characters Group 3-L, L, Up, Down, R, A

Extra Multiplayer Characters Group 4-R, B, R, L, Left, A

Extra Multiplayer Characters Group 5-Right, B, Left, L, A, Z

Extra Multiplayer Characters Group 6-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 7-Right, B, Left, L, A, Z

Extra Multiplayer Characters Group 8-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 9-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 10-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 11-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 12-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 13-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 14-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 15-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 16-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 17-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 18-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 19-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 20-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 21-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 22-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 23-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 24-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 25-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 26-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 27-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 28-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 29-Up, Down, R, A, A, Left

## DRUG TRIP

Over Code

NOTE: Use the D-pad to enter the following codes, not the analog joystick. At the main menu, select the left "New Game/Save Game/Load Game" screen. Left, L, L, Right, Right, Left, Left. A new option called "Cheats" will appear, but all of the cheats will be "locked" until you've entered the following additional codes (those must also be entered at the main menu):

- Invincibility On/Off-Press the R button seven times, then press Left
- Multiplayer On/Off-Press L, C, Right, L, C, Right, Left, Left
- All Items On/Off-Press R, C, Right, L, C, Right, C, Right
- Level Select-Press L, L, L, C, Right, Left, Left

With these codes in place, enter the "Cheats" screen and you will find that all of the cheats have been unlocked.

## DRUG TRIP

Over Code

Enter any of the codes below at the title screen while the words "Press Start" are flashing. You'll hear a special sound effect after entering a correct code.

Action: FAKER Mode-Down, Down, A, Z, Z, Left, A

Action: FAKER Mode-Down, Down, A, Z, Z, Left, A

Start with infinite ammo 36-30, C, C, C, C, C, L, R, L

Start with infinite ammo Phaser-Down, Up, A, L, R, Z

Extra Multiplayer Characters Group 1-A, L, R, Left, B, Down, up

Extra Multiplayer Characters Group 2-R, A, A, L, R

Extra Multiplayer Characters Group 3-L, L, Up, Down, R, A

Extra Multiplayer Characters Group 4-R, B, R, L, Left, A

Extra Multiplayer Characters Group 5-Right, B, Left, L, A, Z

Extra Multiplayer Characters Group 6-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 7-Right, B, Left, L, A, Z

Extra Multiplayer Characters Group 8-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 9-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 10-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 11-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 12-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 13-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 14-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 15-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 16-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 17-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 18-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 19-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 20-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 21-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 22-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 23-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 24-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 25-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 26-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 27-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 28-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 29-Up, Down, R, A, A, Left

## DRUG TRIP

Over Code

NOTE: Use the D-pad to enter the following codes, not the analog joystick. At the main menu, select the left "New Game/Save Game/Load Game" screen. Left, L, L, Right, Right, Left, Left. A new option called "Cheats" will appear, but all of the cheats will be "locked" until you've entered the following additional codes (those must also be entered at the main menu):

- Invincibility On/Off-Press the R button seven times, then press Left
- Multiplayer On/Off-Press L, C, Right, L, C, Right, Left, Left
- All Items On/Off-Press R, C, Right, L, C, Right, C, Right
- Level Select-Press L, L, L, C, Right, Left, Left

With these codes in place, enter the "Cheats" screen and you will find that all of the cheats have been unlocked.

## DRUG TRIP

Over Code

Enter any of the codes below at the title screen while the words "Press Start" are flashing. You'll hear a special sound effect after entering a correct code.

Action: FAKER Mode-Down, Down, A, Z, Z, Left, A

Action: FAKER Mode-Down, Down, A, Z, Z, Left, A

Start with infinite ammo 36-30, C, C, C, C, C, L, R, L

Start with infinite ammo Phaser-Down, Up, A, L, R, Z

Extra Multiplayer Characters Group 1-A, L, R, Left, B, Down, up

Extra Multiplayer Characters Group 2-R, A, A, L, R

Extra Multiplayer Characters Group 3-L, L, Up, Down, R, A

Extra Multiplayer Characters Group 4-R, B, R, L, Left, A

Extra Multiplayer Characters Group 5-Right, B, Left, L, A, Z

Extra Multiplayer Characters Group 6-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 7-Right, B, Left, L, A, Z

Extra Multiplayer Characters Group 8-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 9-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 10-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 11-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 12-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 13-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 14-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 15-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 16-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 17-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 18-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 19-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 20-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 21-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 22-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 23-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 24-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 25-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 26-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 27-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 28-Up, Down, R, A, A, Left

Extra Multiplayer Characters Group 29-Up, Down, R, A, A, Left

Electronic Arts vs. Nintendo Tip: A hidden bonus in the main appeal of video games.

They didn't look like they're playing. Just in the 7th, but they're. By Y2K video game.

Back in the 7th, the first game was played on a smaller television screen like this one.

This shows a highlight: the first, not-out-of-control clip of rock legend James Brown playing Atari.





- 3) Hold L and press Left
- 4) Hold R and press CB
- 5) Hold L and press Left
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- 8) Hold R and press Right
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- 7) Hold R and press Right
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- Unlock Coaster—
- 1) Hold L and press Down
- 2) Hold R and press CB
- 3) Hold L + R and press Up
- 4) Hold L and press Right
- 5) Hold R and press CB
- 6) Hold R and press CB
- 7) Hold R and press Up
- 8) Hold L and press CB
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- 100) Hold R and press CB

- DK Mode—
- 1) Hold L + R and press Up
- 2) Press CB
- 3) Hold R and press Left
- 4) Hold R and press Up
- 5) Press Up
- 6) Hold R and press Right
- 7) Press Up
- 8) Hold L + R and press CB
- 9) Hold L + R and press Down
- 10) Hold L + R and press CB
- 11) Hold L + R and press CB
- 12) Hold L + R and press CB
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- 100) Hold L + R and press CB

We've written about a lot of wacky things in *This & That* over the years, but this is the first time we've ventured into the realm of video games. Richard D'Angelo, *Arcade-dots!* is the title of a legendary tournament-level video game champion who won the showman of a lifetime when his ownership of the King of the Hill trophy is challenged at

the biggest video game tournament of the year. Though the storyline goes off the rails a few dozen times (mostly due to a billion subplots involving such dubious hangers-on as "Smoggy Mike," "Dr. Hooper" and "Joe V."), we were fascinated by *Arcade-dots!* for one reason: namely, the aforementioned champion is played by James "Mac" Poiré, a middle-aged Montreal resident who also happens to be an old friend of *This & That*. Poiré is perhaps best known as the author of several different strategy guide books published by Brady over the

last few years; in fact, those books will also see *D'Angelo's* name listed as a contributor to some of them. Those who have not risked at history's most famous will definitely get a kick out of watching his tug-of-war, chain-smoking antics in the film, which is also recommended for anyone who ever spent too much time hanging out in their local arcade. For more information on the film, contact D'Angelo at P.O. Box 360, Oyster Bay, NY 11771 or look up *Arcade-dots!* on the Internet at [www.arnold-dots.com](http://www.arnold-dots.com).











**No Replay**—3-3-Left  
**No To**—4-4-Up  
**Tournament Mode**—1-1-Down  
**Infinite Turbo**—4-1-1-Up  
**No Player Names**—3-2-1-Left  
**Choose Your Court**  
 After selecting a team, you can also select which court to play on. Hold the following button combinations down immediately after selecting the second player as your team. You'll hear a special sound effect confirming a correct code:  
 Left Team's Court—Up + Turbo  
 Right Team's Court—Down + Turbo  
 Street Court—Left + Turbo  
 Ball Court—Right + Turbo  
 Midway Court—Up + Shoot + Pass  
 NBC Court—Down + Shoot + Pass

## THE NEW STUFF

**Turbo CPU Opponent**  
 Choose "One Player" from the main menu, then access the "New Name" option to enter your name as "A12345678". Note that this will not remain as your name if you enter the code correctly. Now start a game with any level opponent and the computer will play at a super-fast speed.

**Fast Mode**  
 Choose "One Player" from the main menu, then access the "New Name" option to enter your name as "21A56789". Note that this will not remain as your name if you enter the code correctly. Now start a game in one-player mode; after a few minutes, you won't be able to keep up with the speed of the turbo blocks.

## NEW GAMES

**Secret Codes**  
 At the match-up game just before the game starts—while the announcer is saying "Today's match-up," etc.—enter the following codes using the Turbo, Jump, and Pass buttons followed by a direction on the D-pad. For example, to activate the "Heat Turbo" code, 10-3-Left press Turbo two times, jump three times, Pass twice, then press left. A message will appear to confirm each code. Note: Some codes will only work in a two-player game unless both players enter the code.  
**Always Reserver**—2-2-Right  
**Always Overbump**—3-3-Left  
**Big Head**—0-5-Right  
**Big Head**—2-0-Right  
**Display Goal**—0-5-0-Down  
**Display point high-time meter**—0-0-1-Right  
**Fast Turbo**—0-3-Left  
**Asphalt Field**—3-0-1-Up  
**Asphalt Field**—3-0-3-Up  
**Grass Field**—3-0-0-Up  
**Grass Field**—3-0-4-Up  
**Heli Reserver Name**—0-0-2-Right  
**Hyper Blitz**—5-5-5-Up  
**Infinite Turbo**—5-1-4-Up  
**Let's Hit**—0-1-Down  
**No First Name**—2-1-0-Up  
**No Intermissions**—3-4-Up  
**Auto Stopping**—0-1-1-Left  
**No Pumping**—1-5-1-Up  
**No Pumping**—3-0-0-Up  
**No Head**—3-2-1-Left  
**Huge Head**—0-4-0-Up  
**Invincible**—4-3-3-Up  
**Power-up Blocks**—3-1-2-Left  
**Power-up Defense**—4-2-1-Up  
**Power-up Reanimations**—3-3-3-Up  
**Smarter CPU Opponent**—3-1-4-Down  
**City Stadium**—5-0-1-Left  
**Day Stadium**—0-1-Down  
**Night Stadium**—5-0-2-Down

**Old Juggo Stadium**—5-0-3-Up  
**Old Snow Stadium**—5-0-3-Left  
**Roman Stadium**—5-0-3-Down  
**Snow Stadium**—5-0-3-Down  
**Start Stadium**—5-0-3-Up  
**Super Blitz**—4-4-5-Up  
**Super Field Goal**—1-2-3-Left  
**Super Passer**—2-5-0-Left  
**Team Jet Head**—3-0-3-Right  
**Team Jet Player**—3-0-3-Right  
**Night Game**—4-2-3-Right  
**Tournament Mode**—1-1-5-Down  
**Fast Turbo**—0-3-Left  
**Fast Turbo**—0-3-Left  
**Roller**—5-5-5-Right  
**Snow**—5-3-3-Down  
**Third Play**—0-1-Down

## SECRET CODES

**Secret Password**  
 Choose "Enter Password" from the main menu and enter the code left, Up, CR, CR, CR, CR, Down + chest menu will appear, allowing you to turn on unlimited lives and weapons, play as a mister or start at any stage.

## NEW TOOLS

**Secret Tools**  
 Enter any of the following codes at the "Choose a Tool" screen:  
 • **Hopless**—hold the B button and press left on the D-pad, then highlight "Mystery," hold the B button and press A.  
 • **El Corno**—hold the L and R buttons and press Up on the D-pad, then highlight "Z," hold the B button and press A.  
 • **Guardless**—hold the R button and press Down on the D-pad, then highlight "Vegas," hold the B button and press A.

## SECRET CODES

**Secret Codes**  
 Enter the following codes at the "Secret Code" screen.  
**Hitting turbo gives Super pump**—ALL U P  
**Hitting turbo gives Turbo**—O F A S T  
**Three papers backward**—A C K W A R D  
**Three papers at random angles**—A N D O M  
**Three papers at 90° angles**—S I D E S  
**Ambed's sound**—U M B L E  
**Use all newspaper headlines when you start training mode**—H E A D L I N E  
**Unlimited health**—U N L I N E  
**Unlimited power**—U N L I N E  
**Unlimited jumps**—L I T T L E  
**Non-righted paper**—M A G O D O  
**Unlink all lines**—O B Y I O U S  
**Speed up the game**—K U S H  
**Slow down the game**—A A I N G  
**More gently jump higher**—M O O N  
**All non-animated objects scream**—S C R E A M  
**Silly collision sounds**—T H U N K  
**Game newspaper**—S U N D A Y  
**Time clock is ignored**—R T I M E D

## NEW GAMES

**Wario Games**  
 When you use the replica of Mount Rushmore, shoot at the giant Mario face with the Gyrocopter missiles or the cannonball that if you hit him, the face will change to that of Mario's arch-nemesis, Wario.

## SECRET CODES

**Secret Codes**  
 Choose "Load" from the main menu, if you have a controller port with Game save, press B to exit to the password screen, if not,

press "Do Not Use File" to get the password screen. Now enter the password "0000 0000 0000 0000," you'll get a message that says "Invalid Password." Now access the Game menu and you'll find a new "Debug" option. Use this to go to any stage and to access the "Secret Mode" and more.

## SECRET CODES

**Multiplayer Codes**  
 Choose "Start" from the main menu, then select "Single" and "Load." If you have a controller port with Game save, press B to exit to the password screen, if not, choose "Do Not Use File" to get the password screen. Now enter any of the following passwords, then press B to back out of the single player menu and visit a game in multiplayer mode to see the effects:  
 S T I C 9 8 5 C O L O R 5 7 7 7—Changes the background colors  
 S T I M F I N T 3 5 1 6 7 5—Infinite ammo  
 S T I 0 8 9 3 1 6 7 5 7 7 7 7—Low gravity

## SECRET CODES

**Randomizer**  
**Level Select**  
 From the main menu, select "Quick Start," then enter the password "2 1 2 1 M R 2 3 8 8 Q" at the following screen and press A. If you entered it correctly a level select screen will appear.  
**255 Seconds**  
 Whenever you have only one grenade of any type remaining, you can use this trick to get yourself 255 more. First, hold down Z to get ready to throw your last grenade. When the meter on the screen fills completely, let go of Z then immediately hold it down again. You must do this before the "Throwing grenade" meter fills up. Keep Z held down and in a few seconds your grenade stock will be 255.

## SECRET CODES

**Secret Codes**  
 Choose "Load" from the main menu, then select "Single" and "Load." If you have a controller port with Game save, press B to exit to the password screen, if not, choose "Do Not Use File" to get the password screen. Now enter any of the following passwords, then press B to back out of the single player menu and visit a game in multiplayer mode to see the effects:  
 S T I C 9 8 5 C O L O R 5 7 7 7—Changes the background colors  
 S T I M F I N T 3 5 1 6 7 5—Infinite ammo  
 S T I 0 8 9 3 1 6 7 5 7 7 7 7—Low gravity

## SECRET CODES

**Secret Codes**  
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 S T I 0 8 9 3 1 6 7 5 7 7 7 7—Low gravity

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 S T I 0 8 9 3 1 6 7 5 7 7 7 7—Low gravity

## SECRET CODES

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If you're editor Cory You have indeed had previous fanzine (Digital Storm) and created DSX in the past. I want to see if you can find everything from the standard game reviews to a few things that have absolutely nothing to do with the game. DSX is busy on the scene, with its content being a parody of the "How and Why" section (which is a parody of parody) in the first place. This first issue also features reports on the 3D Street Fighter Championships, D-Foot 2000 and lots of reviews. A word of caution: This is a very long fanzine, so if you're not a fan of long fanzines, you might not want to read it. For a complete, send \$1 to Cory, You DSX, c/o DSX Secret, 471, Rockville, CA 95077.









**INCT, S2, SELECT, R2, Δ, Δ, Δ, Down, Down, Down****Secret Video Zone**

If you lost the game at the "Recluse" difficulty setting, you'll see a secret video scene with behind-the-scenes footage from Black Ops. The game's developer: You can find it easier if you set the difficulty to "Recluse," then select the "Access All Levels" code above, then go to Operation Murmur and enter the "Complete Current Mission" code, also shown above.

**ROBBERMAN WORLD****Secret Passwords**

Choose "Game Made" at the main menu, then select "Normal" game and access the "Password" option. Now you can enter any of the following codes to unlock special features:

3 6 3 4—Unlocks two extra stages in Battle Game mode

1 6 2 2—With this code in place, enter a Battle Game and choose Stage 1 (Standard) to play with all of the bots removed

6 1 3—With this code in place, enter a Battle Game and choose Stage 1 (Standard) to start with all of the characters in the middle of the screen instead of at the outside edges

**UNDO BURN! LOST IN TIME****Secret All Stages**

At the "Data Select" screen, press Δ to see that it currently is locked. Hold L2 + R1 and press X, L2, L1, O, X, L1, □, □. You'll then be able to enter any stage

**SECRET****Secrets**

Choose "Adventure" from the main menu. When the stage select screen appears, press R1, R2, R3; now you can choose any stage.

**Extra Lives**

Start a game in Adventure mode, then press START to pause. At the pause screen, press L1, L1, L2, L3; you'll hear a number to inform you how you can increase the number of lives you have in reserve any time by pressing Right on the D-pad at the "Recluse" screen

**UNARMED BASS****Secrets**

Level 8—Q S P H s o j h i s W  
Level 9—Q S P H s o j h i s K  
Level 16—C E W T c r v i s i n g

**UNARMED BASS****Secrets**

From the main menu, select "Championship," then press X twice to reach the "Name Entry" screen. Enter any of the passwords below. This screen lists the names between words.

**Unlock all classes—ALL EVENTS**

Unlock all tracks in Single Race mode—BRT TRACKS

**Unk key—GR00SE TETE**

Unk key Move in "Extras" screen—UNT ACTION

**UNLOCK BREAKERS****Unlock All Tracks**

At any point in the middle of a race, press START to pause the game and select "Options" then select "Sound" and move the cursor to "On Select." Now, press L1 + L2 simultaneously. Now when you quit the race and return to the track selection screen, you'll be able to play any track in the game.

**Unlock all tracks**

At the track selection screen, press L2 + R2 + X

+ Down simultaneously. A U-turn arrow will flash on the screen and you'll be able to race any track between.

**CHAMPIONSHIP****Secret Codes**

From the main menu, select "Championship," "Relig," or "Time Trial." Then select your drive, team and car and select "Configure." When the "Enter Your Name" screen appears, input any of the codes below as your name.

You'll hear a voice say "Chart code enabled" upon entering a correct code. The jelly car code does not work in Championship mode.

Fast at night—N I G H T R I D E  
Race in top—P E A S O U P E R  
50 mph—S I L Y S M O D I T H

Fast scissor—W I T C H M E A S H  
Double engine power—M O R E D O M P H  
High speed car driver—H E L I U M N I C K  
Taco taco—K I T C A N

Four wheel steering—F O R K L I F T  
Low gear—M O G W A L K  
No extra lives—O V E R P A S S A D S

Unlock all of the O D E R S X E S  
Small car—D I D K C A R S  
Unlocked car—O V E R C R A F T

Metall car—T I N P O L I S  
Jelly car—M I L K I C A M A G S  
Jelly tracks—W I T H E R M A N Y

**COUNTRY MAN IN RED SHIRT****Secret Passwords**

From the main menu, select "Logos." At the Logos menu, press R2, R2, L2, L2, R1, R1, SELECT, SELECT. After entering the code correctly, a new item called "Chisel" will appear in the menu.

Within this screen you can enter any of the following passwords. After entering a correct password you must select "Accept Password." Also, note the uppercase characters and spaces in some of the passwords.

Thriller "Complete Mission" and "Fail Mission" items in pause menu—Quake

Unk "Hub Selection" item in the Logos menu—Movie House

Weapons never overheat—R00T0R00K

Invincibility—Aurele

Infinite ammo for secondary weapons—Gly n Bessie

Infinit afterlives—Mellow

All parts available for purchase—Armory

All ships available for purchase—Grepas Beard

All cards and chips cost 0 C\$—Break and Enter

Unk all parts—Big Daddy

**COOL BOARDS 4****Secret Codes**

From the main menu, select "One Player," then enter any of the following codes as your name at the "Record Keeping" screen.

When you enter the last letter of each code, you'll hear a voice say "hey, no cheating."

Unlock all Mountaineers—M E A T A L

Unlock all Special Events—I M S P E C I A L

**COUNTRY CODES****Secret Characters**

Choose the memory and scan from the main menu, then select "load" and access the "Country Codes" option. Enter the password "SAY AGREE" to play as a big monkey or "XRTYVONX" to play as an alien.

**Secrets****Level 1—FLCFCCKJ****Level 2—FLCFCCKJ****Level 3—FLCFCCKJ****Level 4—FLCFCCKJ****Level 5—FLCFCCKJ****Level 6—FLCFCCKJ****Level 7—FLCFCCKJ****Level 8—FLCFCCKJ****Level 9—FLCFCCKJ****Level 10—FLCFCCKJ****Level 11—FLCFCCKJ****Level 12—FLCFCCKJ****Level 13—FLCFCCKJ****Level 14—FLCFCCKJ****Level 15—FLCFCCKJ****Level 16—FLCFCCKJ****Level 17—FLCFCCKJ****Level 18—FLCFCCKJ****Level 19—FLCFCCKJ****Level 20—FLCFCCKJ****Level 5—FLCFCCKJ****Level 6—FLCFCCKJ****Level 7—FLCFCCKJ****Level 8—FLCFCCKJ****Level 9—FLCFCCKJ****Level 10—FLCFCCKJ****Level 11—FLCFCCKJ****Level 12—FLCFCCKJ****Level 13—FLCFCCKJ****Level 14—FLCFCCKJ****Level 15—FLCFCCKJ****Level 16—FLCFCCKJ****Level 17—FLCFCCKJ****Level 18—FLCFCCKJ****Level 19—FLCFCCKJ****Level 20—FLCFCCKJ****Level 21—FLCFCCKJ****Level 22—FLCFCCKJ****Level 23—FLCFCCKJ****Level 24—FLCFCCKJ****Level 25—FLCFCCKJ****Level 26—FLCFCCKJ****Level 27—FLCFCCKJ****Level 28—FLCFCCKJ****Level 29—FLCFCCKJ****Level 30—FLCFCCKJ****Level 31—FLCFCCKJ****Level 32—FLCFCCKJ****Level 33—FLCFCCKJ****Level 34—FLCFCCKJ****Level 35—FLCFCCKJ****Level 36—FLCFCCKJ****Level 37—FLCFCCKJ****Level 38—FLCFCCKJ****Level 39—FLCFCCKJ****Level 40—FLCFCCKJ****Level 41—FLCFCCKJ****Level 42—FLCFCCKJ****Level 43—FLCFCCKJ****Level 44—FLCFCCKJ****Level 45—FLCFCCKJ****Level 46—FLCFCCKJ****Level 47—FLCFCCKJ****Level 48—FLCFCCKJ****Level 49—FLCFCCKJ****Level 50—FLCFCCKJ****Level 51—FLCFCCKJ****Level 52—FLCFCCKJ****Level 53—FLCFCCKJ****Level 54—FLCFCCKJ****Level 55—FLCFCCKJ****Level 56—FLCFCCKJ****Level 57—FLCFCCKJ****Level 58—FLCFCCKJ****Level 59—FLCFCCKJ****Level 60—FLCFCCKJ****Level 61—FLCFCCKJ****Level 62—FLCFCCKJ****Level 63—FLCFCCKJ****Level 64—FLCFCCKJ****Level 65—FLCFCCKJ****Level 66—FLCFCCKJ****Level 67—FLCFCCKJ****Level 68—FLCFCCKJ****Level 69—FLCFCCKJ****Level 70—FLCFCCKJ****Level 71—FLCFCCKJ****Level 72—FLCFCCKJ****Level 73—FLCFCCKJ****Level 74—FLCFCCKJ****Level 75—FLCFCCKJ****Level 76—FLCFCCKJ****Level 77—FLCFCCKJ****Level 78—FLCFCCKJ****Level 79—FLCFCCKJ****Level 80—FLCFCCKJ****Level 81—FLCFCCKJ****Level 82—FLCFCCKJ****Level 83—FLCFCCKJ****Level 84—FLCFCCKJ****Level 85—FLCFCCKJ****Level 86—FLCFCCKJ****Level 87—FLCFCCKJ****Level 88—FLCFCCKJ****Level 89—FLCFCCKJ****Level 90—FLCFCCKJ****Level 91—FLCFCCKJ****Level 92—FLCFCCKJ****Level 93—FLCFCCKJ****Level 94—FLCFCCKJ****Level 95—FLCFCCKJ****Level 96—FLCFCCKJ****Level 97—FLCFCCKJ****Level 98—FLCFCCKJ****Level 99—FLCFCCKJ****Level 100—FLCFCCKJ****Level 101—FLCFCCKJ****Level 102—FLCFCCKJ****Level 103—FLCFCCKJ****Level 104—FLCFCCKJ****Level 105—FLCFCCKJ****Level 106—FLCFCCKJ****Level 107—FLCFCCKJ****Level 108—FLCFCCKJ****Level 109—FLCFCCKJ****Level 110—FLCFCCKJ****Level 111—FLCFCCKJ****Level 112—FLCFCCKJ****Level 113—FLCFCCKJ****Level 114—FLCFCCKJ****Level 115—FLCFCCKJ****Level 116—FLCFCCKJ****Level 117—FLCFCCKJ****Level 118—FLCFCCKJ****Level 119—FLCFCCKJ****Level 120—FLCFCCKJ****Level 121—FLCFCCKJ****Level 122—FLCFCCKJ****Level 123—FLCFCCKJ****Level 124—FLCFCCKJ****Level 125—FLCFCCKJ****Level 126—FLCFCCKJ****Level 127—FLCFCCKJ****Level 128—FLCFCCKJ****Level 129—FLCFCCKJ****Level 130—FLCFCCKJ****Level 131—FLCFCCKJ****Level 132—FLCFCCKJ****Level 133—FLCFCCKJ****Level 134—FLCFCCKJ****Level 135—FLCFCCKJ****Level 136—FLCFCCKJ****Level 137—FLCFCCKJ****Level 138—FLCFCCKJ****Level 139—FLCFCCKJ****Level 140—FLCFCCKJ****Level 141—FLCFCCKJ****Level 142—FLCFCCKJ****Level 143—FLCFCCKJ****Level 144—FLCFCCKJ****Level 145—FLCFCCKJ****Level 146—FLCFCCKJ****Level 147—FLCFCCKJ****Level 148—FLCFCCKJ****Level 149—FLCFCCKJ****Level 150—FLCFCCKJ****Level 151—FLCFCCKJ****Level 152—FLCFCCKJ****Level 153—FLCFCCKJ****Level 154—FLCFCCKJ****Level 155—FLCFCCKJ****Level 156—FLCFCCKJ****Level 157—FLCFCCKJ****Level 158—FLCFCCKJ****Level 159—FLCFCCKJ****Level 160—FLCFCCKJ****Level 161—FLCFCCKJ****Level 162—FLCFCCKJ****Level 163—FLCFCCKJ****Level 164—FLCFCCKJ****Level 165—FLCFCCKJ****Level 166—FLCFCCKJ****Level 167—FLCFCCKJ****Level 16**











**Track: Smash Anthems: PlayStation game—**  
"Wipe Out"  
**Track: Original Soundtracks—** Deluxe Line  
**Knockout Kings: PlayStation game—** "Beet  
Beet"  
**The X-Files: Songs in the Key of X: Original  
Soundtrack—** "Unreal"  
**Reverend & the Makers—** "Summer"  
**Backlist: Original Soundtracks—** "Grinder Ball"  
**Game of the State by Rank 162—** "Chef"  
**Man in Black: Original Soundtrack—** "Chase  
Rounded by TLC— "Silver Suede"  
**Assault by Train—** "Ironic Suede"  
**Tiger Woods 98: PlayStation game—** "Beetle  
Maniac: Ratchet: PlayStation game— "Seeds  
Seed"  
**The Flintstones: Original Soundtrack—**  
"Pebbles"  
**Tom's Stacker: PlayStation game—** "Cello  
man"  
**Tommy's Deception: PlayStation game—** "Mac  
cheer"  
**Meat: Health by Quasi Bros—** "Bloodshot"  
**Metal Gear Solid: PlayStation game—** "Golden  
Sediment"  
**Demolition 2: Original Soundtrack—** "Metal  
Jolt"  
**Demolition 2: The Little Island: Original Sound  
track—** "Memento"  
**Infia: R6: PlayStation game—** "Drifter"  
**Infia: R6: 2: PlayStation game—** "Radical  
Miles"  
**Compass by Deep Tension—** "White Bird"  
**Director: Winner by T. Ray—** "Pole Mice"  
**The Musicville Collection by Bobby Charles—**  
"Watermelon"  
**The Crow: City of Angels: Original Sound  
track—** "Cawker"  
**Legend by Bob Miller—** "Tiger's Feet"  
**Speak My Language by Kane: Cattle—** "Ragging  
Rat"  
**Star Wars Episode 7: The Phantom Menace  
Original Soundtrack—** "Galaxy"  
**No One Can Stop Me: Dreamline: PlayStation  
game—** "Sunset"  
**Acidly: World by The Velvet Underground &  
Nico—** "Gold Dust"  
**Grassland by Bill by The Beatles: Boys—** "Express  
Warm"  
**Kajago: Deception: PlayStation game—**  
"Tune Noise"

#### STARTUP COMMANDS

**Insert Cheat Menu:**  
Start a game in two player mode when the  
"vs" screen appears, enter the Konami Code  
"1, 2, 3, 4, 5, 6" in 1.1 in follow:  
• Player 1: Press Left twice, then Right once  
and Left twice  
• Player 2: Press Left twice, then Right once  
and Left twice  
After the match starts, press START to pause  
and choose "Exit" to return to the main  
menu. Next, select "Options" to highlight "VS  
Screen Enabled" and hold Run + Back. After  
a few seconds you'll hear a laugh, continue to  
hold the buttons down until the "Cheats"  
option appears. Turn the "Cheats" option on  
and you'll be able to use your character's  
invincible sequence after winning just one match in  
one player mode. The other three options  
allow you to perform fatalities with just one  
button press.  
**Secret Character:**  
To play as Goro or Snake, you must first  
enter the "Secret Character Menu" code shown  
above. Once that code is in place, start a  
game and follow these instructions at the  
character select screen:  
1) Highlight the "Hidden" bar at the bottom  
of the screen, press Back and continue to

hold it down.  
2) To play as Goro, move the invisible cursor  
up to Shinnok (don't need to listen to hear  
the cursor moving around so you'll know  
when it's up) press Run and continue to hold it  
down.  
3) To play as Snake, move the invisible  
cursor to Rikuo, press Run and continue to hold  
it down.  
4) Continue to hold Back + Run until the  
light starts.

#### UNLOCK HIDDEN

**All Walkers in Metal Gear:**  
Press the "Secret Options" code "Game Options,"  
then move the cursor to "Load and Save" and  
select the "Password" item. Enter the pass-  
word "K S P S A N M A" to unlock the last  
cat and every track.

#### NCAA FOOTBALL 2001

**Unlock Legends: Players:**  
From the "Game Setup" screen, press O to  
open the menu. Move the cursor to "Players,"  
then press Right and then X to enter the On-  
line Player screen. Enter any of the names  
in the new player's name. Each line in  
the list of the old player followed by the  
first and last name that you must enter to  
unlock that player, separated by a comma. For  
example, to unlock Charlie Barkley, you must  
first enter the old player's first name, then  
in MIDDLE OF and last name in REBOUND.  
Select the space between the two words in  
the first name. Immediately after entering a name  
correctly, you'll get a message telling you that  
you've unlocked that player. In order to use  
unlocked players, you must go to the "Unlock  
Legends" screen and change their status to  
"Active."  
**Bob Pettit—** GRASSBOARDS  
**Delph Scheyer—** SET SHOT  
**Paul Arizin—** HITTING FUEL  
**Bill Russell—** CHARTER STUFF  
**Bob Cousy—** BALLS GO  
**Bill Russell—** COOL GUY  
**Henry Greer—** COOL HORSE  
**Walt Frazier—** SOFT TOUCH  
**Earl Monroe—** BIG SHOT  
**Richard Green—** PLAY MAKER  
**George Gervin—** HARD BIRD  
**Jerry Lucas—** LUCKY LUCK  
**Jerry Chambers—** LEADING LANE  
**Cliff Hagan—** ROCK SOLID  
**Rich Smith—** POLISH SHOT  
**Shawn Kemp—** POWER DUNKER  
**John Brissett—** DOCTORS IN  
**Donna Williams—** HIGH LIGHT  
**Mo'Nique Malone—** FREE THROWS  
**Shirley Miller—** CLAWBACK  
**Chris Muller—** MALL MALL DELIVERS  
**Charles Barkley—** MAKING OF RIBBONS  
**John Stockton—** GAZZ MAN  
**Reggie Miller—** OUTSIDE PARKER  
**Lonny Wynn—** PLAYER, COACH  
**Dan Broussard—** ROCKING D  
**Sam Jones—** BLEEDER  
**Link Thomas—** BAD SHOT  
**Steve Archibald—** BIG TRY  
**Pat Mitchell—** POSSIBLE PATROL  
**John Williams—** CELEBRATE  
**Robert Francis—** CULIC CHIEF  
**Dave Cavens—** RETURNED  
**Terry Henderson—** PLAT SHOT  
**Tommy Hodge—** BARK SHOT  
**Greg Kinnear—** CROSS OVER  
**Hal Greer—** RUMPS HIT  
**Max Richmond—** UPIN COVETMAN  
**George Gervin—** CHILLED BAKED  
**John Pecher—** HUMAN SNAKE  
**Bill Russell—** ALL DANGERS

**Bob Lanier—** BIG FOOT  
**Bill Russell—** SHOT BLOCKER  
**Dave Robinson—** SUPER MANIA  
**Patrick Ewing—** PLATEAU JAMMER  
**Jerry West—** THE MAN, THE CLUTCH  
**Richard Jordan—** MAGICAL GUARD  
**James Worthy—** BIG GAME  
**Shirley O'Neal—** UNTIL WATERLOO  
**Eggs Baylon—** OFFENSIVE FORCE  
**Walt Chamberlain—** BIG SCOUT  
**John Hancock—** JOKING AROUND  
**Karen Minkley—** COMPLETE GAME  
**Scottie Pippen—** BURNING HAM  
**Andrew Phillip—** WHEELER  
**Richard Jordan—** WHEEL WITH ME  
**Carla Franks—** HARD WOOD  
**Walt Bellamy—** NO COMMENT  
**Wes Unseld—** GLASS CLEANER  
**Hankerson Dwyer—** THE DREAM MACHINE

#### NCAA GAMESHARES 2001

**Secret Codes:**  
From the main menu, select "Game Settings,"  
then select "Secret Codes." At the screen that  
appears, enter any of the codes below:  
View entire pool—P O P U L A R I T Y  
Slow players—C E M E N T E  
For the sake of all students—O P H E A S E M E  
View CPU's plays—H I N D R A D E R  
Fast players—S C A M B L E  
Daytime passes quickly—O A P H E S T  
Most attributes possible—A L L I E S  
Most scoring possible—H A D O C A C H  
Always catch the ball—A R D O P S L U E  
Always intercept the ball—O S K I E  
Most wind—A F F L I T Y  
Change the date—Y 2 K  
Augment team—B U L L O O Z E R  
SA Sports team—S A N A M A T E D  
Throne team—I T A I L A N D

#### NCAA GAMESHARES 2001

**Unleash Eggs:**  
From the main menu, select "Customize,"  
then select "Enter Eggs." At this screen, you  
may enter any of the passwords below. Note  
some of the spaces in the passwords. All  
you may enter until space letters include  
overcome letters in the password.  
**POWER HIDE—** Strongest team in simula-  
tion  
**HARMS—** Season team with all 99 rating  
members—Always get everyone in Blue Chip  
league  
**FRANKENTHORN—** Super wide-on  
**HOLLYWOOD—** View credits  
**View—** Display game's season date  
**GO DEEP—** Great passing game  
**REAL ESTATE—** Great passing game  
**PHYSICAL—** Great blocking, tackling game  
team—Select the same team  
**IGuardian—** Best team in small team

#### NEED FOR SPEED: BURN PUSHER

**Obtain Credits:**  
Choose "Options" from the Game Setup  
menu, then access the "User Name" option  
and enter one of the following cheat codes  
and your user name to unlock different features:  
**Jeep City Bonus Track—** H O L I D A Y  
**Jeep City Bonus Track—** I N D I A N A  
**Caverns hidden Track—** X C A V E  
**The Rooms hidden Track—** P L A Y B M  
**Scorpio 1 hidden Track—** G L O S H H  
**Space Race hidden Track—** M I S S E A M  
**Activate Jagan 3X5—** L V A J X  
**Activate Mercedes Race CLK—** G R A M E C  
**Activate B1 Nine—** D O C K E T  
All cars and bonus tracks (just hidden track)—  
S P O I L  
All Camera Views—S A F E A L L

been over Activision's 10th Anniversary.  
Kelly is said to have reviewed thousands  
of hours of early '80s television  
footage in order to find these  
gems...and as you can imagine, some  
of them are as pretty bad shape. Also,  
the tape's overall sound quality  
leaves a lot to be desired. It's practically  
impossible to understand the  
muffled voice that narrates the rare  
Odyssey 2 promotional footage. But  
through the different years, the vinyl  
ears (classic TV) don't only by sending  
\$21 to Sean Kelly, 3709 H. Milwaukee,  
Cincinnati, OH 45244, or check out  
http://www.merit.com/~shellyvideo.htm.

**Speed and Language Codes:**  
First, make your selections at the Game Setup  
Track, Player Car and Opponents screens  
as usual. Once you arrive at the final Race  
screen, press the START button immediately  
after pressing START, let go and press the  
appropriate button combination (i.e. up + R2  
R2). You must keep these buttons held until  
the loading screen appears in order for  
the codes to work.  
Slow the game down by 25%—Up + X + A.  
Cup Speed with Different Camera—Up + R1 +  
L2  
Cup Speed in Germany—Up + R2 + L2  
Cup Speed in Spanish—Down + R2 + L1  
Cup Speed in Italian—Left + R2 + L1  
Cup Speed in French—Right + R2 + L1

#### NFL GAMESHARES 2001

**Unleash Eggs:**  
From the main menu, select "Options," then  
select "Enter Eggs." At this screen, you may  
enter any of the passwords below. Note the  
spaces in some of them.  
**Try players—** TRY GOVS  
**Big players—** GIANTS  
**For the sake of all students—** O P H E A S E M E  
**Secret Line—** GO FIELD  
**Load volume on go field—** CRUNCH  
**Special moves—** SPECIAL MOVE  
All players of similar ability, ALL EVEN  
Always catch the ball—O S K I E  
Super hard difficulty—UNLEASABLE  
Super diff aim—LACK MANEER  
Super swim move—ONE STRIKE  
Players never get tired—ENDURANCE  
Super fast game speed—COOPER BREAK

#### NFL GAMESHARES 2001

**Obtain Eggs:**  
Enter any of these codes at the "Main  
Hanger" screen. You'll see the effects take  
place immediately after entering a correct  
code.  
400,000,000 credits—R2, L2, R2, L1, R2, L1, R2, L1  
L1  
1st place in all stats—R1, L1, R1, L1, R2, L2, L1, R2, L1  
O'Brien all secret jets—R1, R2, L1, L2, L1, R2, L1, R2, L1  
R2, L1

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L1  
1st place in all stats—R1, L1, R1, L1, R2, L2, L1, R2, L1  
O'Brien all secret jets—R1, R2, L1, L2, L1, R2, L1, R2, L1  
R2, L1

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Super fast game speed—COOPER BREAK

SPECIAL REPORT:  
CLASSIC GAMING EXPLORE 2000



## VIDEOGAME COMMERCIAL ARCHIVE VOL. 1

A labor of love assembled by super-collector/archivist Sam Kelly of Digital Press, this collection of vintage  
video-game TV commercials includes  
some true classics: George Plimpton  
hawking Mattel's sports titles over  
Atari, Billy Martin's rebuttal in the  
form of RealSports Baseball, Al  
Kelly's Atari computer sales...you'll  
even see a young Phil Hartman going

berserk over Activision's 10th Anniversary.  
Kelly is said to have reviewed thousands  
of hours of early '80s television  
footage in order to find these  
gems...and as you can imagine, some  
of them are as pretty bad shape. Also,  
the tape's overall sound quality  
leaves a lot to be desired. It's practically  
impossible to understand the  
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Cincinnati, OH 45244, or check out  
http://www.merit.com/~shellyvideo.htm.



Not only were Activision's designers  
credited in print; their names were also  
SPUN IN ALDUB in the commercials!







**SPECIAL REPORT:**  
**CLASSIC GAMING** £100,000  
**Fanzine Patrol**





## PICK

**Password**  
 Stage 10—Medel, Medel, Player's Plane, Enemy Plane  
 Stage 11—Player's Plane, Enemy Plane, Enemy Plane, Megal  
 Stage 12—Bullet, Enemy Plane, Hepar's Plane, Player's Plane  
 Stage 13—Enemy Plane, Enemy Plane, Bullet, Enemy Plane  
 Stage 14—Bullet, Player's Plane, Medel, Medel  
 Stage 15—Medel, Enemy Plane, Medel, Enemy Plane

## BONUS LIFE

**Password**  
 Level 2—B L K K  
 Bonus level—B L 2 K  
 Level 3—S F K K  
 Level 4—G S L 2  
 Level 5—K K K 2  
 Level 6—P F L B  
 Level 7—G S L 2  
 Level 8—S S B

## ADVENTURE HINTS

**Stage 1st Act**  
 After Higgins gets hit by the oncoming press, right, left, right, left, A, R, A. To access a "Warrior Select Mode" menu.  
**Power Up**  
 At the title screen, enter 0004 as your password and select OK. You will have 99 of each item.

## ADVENTURE PASSWORD

**Password**  
 Level 10—B L 3 2 B

## ADVENTURE CODE

**Password**  
 Floor 3—Y B F S 2 F T 2

## LAST

**Password**  
 Stage 2—C B B  
 Stage 3—Q Q H  
 Stage 4—H O Q  
 Stage 5—H F Q  
 Stage 6—K S F  
 Stage 7—Q Q J  
 Stage 8—Q H G  
 Stage 9—F L P  
 Stage 10—G Q Q  
 Stage 11—L O Q  
 Stage 12—C B H  
 Stage 13—L J B  
 Stage 14—L P F  
 Stage 15—L F B  
 Stage 16—Q O L  
 Stage 17—C L P  
 Stage 18—D L W  
 Stage 19—L F Q

## ADVENTURE (State your color version)

**Password**  
 Enter these passwords from the "Single Player" option under the main menu.  
 SPACE CAVE—Zone 2  
 STAR BLISS—Zone 3  
 WORMS' G—Zone 4  
 INCOMING—Zone 5  
 PROTECT X—Attack Excalibur ship  
 QRT RET X—Attack Glauk Asteroid  
 The option to play Classic Adventures will appear on the main menu.  
 C H E A T O N X—Unlock cheat menu. Press SELECT in the middle of a game to activate

the cheat menu. You'll be able to warp instantly to any stage. Also, using "Hits Off" so 001 will make your ship invincible.

## ADVENTURE PASSWORD

**Password**  
 Stage 10—R C M H D P L C B C B L 2 H 2 D J J

## ADVENTURE SECRET

**Password**  
 At the title screen, push up, A, and B at the same time—press A first to confirm the code. Press START to begin; the game will look the same, but the enemies will be more difficult to defeat and will do more damage.

## PASSWORD

**Password**  
 Level 2—B B B  
 Level 3—B B B  
 Level 4—G S B  
 Level 5—B M I  
 Level 6—M G W  
 Level 7—C M T Q

## BATTLE JENSEI TONKOSHI

**Text Debug Mode**  
 When the Takara logo appears at the start of the game, press B, A, left, right, R, A, Down, Up, A. You'll hear a signal to confirm the code and you'll be sent to a secret menu where you can read all of the text that appears in the game.

**Passcode**  
 After the Takara logo disappears at the start of the game, a picture of Gili will appear. When you see her, press Up, Down, A, B, Right, left, A, B. You'll hear a signal to confirm the code. Now when you start the game, you'll have four additional characters to choose from: the bosses Unaru, Shi, Gais and Gao X.

## ADVENTURE SECRET

**Passcode**  
 At the title screen, hold Down on the D-pad and press A + B simultaneously, you'll hear a chime to confirm, but the music may be pretty loud so you'll have to listen carefully. If you do this once, you'll start at Stage 1 with invincibility. If you enter the code repeatedly, you'll start at different stages depending on how many times you hear, e.g. if you hear three times, you'll start at Stage 2 with invincibility. If you enter the code six times and get six chimes, you'll warp directly to the game's ending sequence.

## ADVENTURE SECRET

**Passcode**  
 At the title screen, hold Down, A and B, then press START. You'll start the game with five lives instead of three.

## ADVENTURE SECRET

**Passcode**  
 Adventure 2: New Mexico 1976, 955-4299  
 Adventure 3: Alien's Secret 418 BC, 955-1267  
 Adventure 4: Medieval England 1456, 955-9942  
 Adventure 5: Ben Bonis 1,000,000 BC, 955-8879  
 Adventure 6: Shopping Mall, 955-0471  
 Adventure 7: School Room, 955-2989

## ADVENTURE SECRET

**Passcode**  
 To return to the skies to re-appear, hold START, then press A and B simultaneously.

## ADVENTURE SECRET

**Passcode**  
 At the title screen, push up, A, and B at the same time—press A first to confirm the code. Press START to begin; the game will look the same, but the enemies will be more difficult to defeat and will do more damage.

## ADVENTURE SECRET

**Passcode**  
 At the title screen, push up, A, and B at the same time—press A first to confirm the code. Press START to begin; the game will look the same, but the enemies will be more difficult to defeat and will do more damage.

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 At the title screen, push up, A, and B at the same time—press A first to confirm the code. Press START to begin; the game will look the same, but the enemies will be more difficult to defeat and will do more damage.

## ADVENTURE SECRET

**Passcode**  
 Level 1, Room 10—B X W  
 Level 2, Room 10—D X X  
 Level 3, Room 10—G X T  
 Level 4, Room 10—H X Z  
 Level 5, Room 10—J X X  
 Level 6, Room 10—K X X  
 Level 7, Room 10—L X Z  
 Level 8, Room 10—M X X  
 Level 9, Room 10—N X Z  
 Level 10, Room 10—P X X  
 Level 11, Room 10—Q X X  
 See the Credits.  
 At the title screen, hold up + A + B until the names appear.

## ADVENTURE SECRET

**Passcode**  
 Enter B + V as your password, then press the START button. A stage select menu will appear on the title screen.

## ADVENTURE SECRET

**Passcode**  
 Level 13—M 3 P 2  
 Level 14—M 1 P 2  
 Level 15—M 3 J 2  
 Level 16—M 1 X 2  
 Level 17—M 3 M 2  
 Level 18—M 3 M 2  
 Level 19—M 3 X 2  
 Level 20—M 3 X 2

## ADVENTURE SECRET

**Passcode**  
 Level 20—U H I T  
 Level 21—S O H O  
 Level 22—T Y B E  
 Level 23—L O V E  
 Level 24—M O T E  
 Level 25—A Z Z  
 Level 26—H E L P  
 Level 27—C I R G  
 Level 28—G I F T

## ADVENTURE SECRET

**Passcode**  
 Level 10—B L 3 2 B  
 Level 11—B L 3 2 B  
 Level 12—B L 3 2 B  
 Level 13—B L 3 2 B  
 Level 14—B L 3 2 B  
 Level 15—B L 3 2 B  
 Level 16—B L 3 2 B  
 Level 17—B L 3 2 B  
 Level 18—B L 3 2 B  
 Level 19—B L 3 2 B  
 Level 20—B L 3 2 B  
 Level 21—B L 3 2 B  
 Level 22—B L 3 2 B  
 Level 23—B L 3 2 B  
 Level 24—B L 3 2 B  
 Level 25—B L 3 2 B  
 Level 26—B L 3 2 B  
 Level 27—B L 3 2 B  
 Level 28—B L 3 2 B  
 Level 29—B L 3 2 B  
 Level 30—B L 3 2 B

## ADVENTURE SECRET

**Passcode**  
 At the title screen, push up, A, and B at the same time—press A first to confirm the code. Press START to begin; the game will look the same, but the enemies will be more difficult to defeat and will do more damage.

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## ADVENTURE SECRET

**Passcode**  
 Level 1, Room 10—B X W  
 Level 2, Room 10—D X X  
 Level 3, Room 10—G X T  
 Level 4, Room 10—H X Z  
 Level 5, Room 10—J X X  
 Level 6, Room 10—K X X  
 Level 7, Room 10—L X Z  
 Level 8, Room 10—M X X  
 Level 9, Room 10—N X Z  
 Level 10, Room 10—P X X  
 Level 11, Room 10—Q X X  
 See the Credits.  
 At the title screen, hold up + A + B until the names appear.

## ADVENTURE SECRET

**Passcode**  
 Enter B + V as your password, then press the START button. A stage select menu will appear on the title screen.

## ADVENTURE SECRET

**Passcode**  
 At the title screen, push up, A, and B at the same time—press A first to confirm the code. Press START to begin; the game will look the same, but the enemies will be more difficult to defeat and will do more damage.

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**Passcode**  
 At the title screen, push up, A, and B at the same time—press A first to confirm the code. Press START to begin; the game will look the same, but the enemies will be more difficult to defeat and will do more damage.

## New vs. Old?!

The PlayStation 2 is much more powerful than the Dreamcast, but many people seem to have been disappointed, expecting a more obvious gap in graphic quality. It's not because the PS2 isn't "better enough" than the DC. It's a side effect of how video game graphics technology is developing and how developers are using it in their new games. This unexpected consequence is that the better graphics become, the more difficult it will be to make them even better, whatever your definition of "better graphics" may be. Let's compare the

graphics of one game that will be released for both DC and PS2: Dead or Alive 2.



Below is a portion of the same screenshot from both versions of the game. The DC version is on the left, the PS2 is on the right. Notice that the complexity of each model is about the same, however, the shading is slightly different. X-Men's chest does look different, but it's not really obvious which one is "better".



The PS2 image seems to have additional shading that does not exist on the DC image, but once again the improvement is subtle. On the other hand, the edges in the DC image are smoother than the ones on the PS2.

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alien—Wave 10 completed  
Green diamond, yellow alien, green alien,  
green diamond—Wave 15 completed  
Green diamond, blue square, green diamond,  
green alien—Wave 20 completed  
Pillar, yellow alien, blue square, pillar—Wave  
25 completed  
Green alien, red circle, pillar, pillar—Wave 30  
completed  
Red circle, red circle, yellow alien, yellow  
alien—Wave 35 completed  
Pillar, green diamond, green diamond, red circle—  
Wave 40 completed  
Yellow alien, green diamond, red circle, pillar—  
Wave 45 completed  
Blue square, green diamond, yellow alien,  
blue square—Wave 50 completed  
Pillar, blue square, blue square, yellow alien—  
Wave 55 completed  
Red circle, blue square, red circle, green alien—  
Wave 60 completed  
Red circle, green diamond, green diamond,  
green alien—Wave 65 completed  
Red circle, blue square, blue square, pillar—  
Wave 70 completed  
Green alien, green alien, yellow alien, red circle—  
Wave 75 completed  
Pillar, red circle, red circle, pillar—Wave 80  
completed  
Blue square, green alien, green diamond,  
yellow alien, green alien, red circle, green diamond—  
Wave 85 completed  
Pillar, pillar, green alien, blue square—Wave 90  
completed  
Pillar, yellow alien, green diamond, green diamond—  
Wave 95 completed  
Blue square, pillar, green diamond, green alien—  
Wave 100 completed  
Yellow alien, pillar, pillar, green alien—Wave 105  
completed  
Green alien, green alien, red circle, blue square—  
Wave 110 completed  
Red circle—Wave 115 completed  
Blue square, green alien, blue square, green alien—  
Wave 120 completed  
Green alien, green alien, blue square, green alien—  
Wave 125 completed  
Green alien—Wave 130 completed

#### LUCKY EVENTS

Stargazer—Dog, Prospector, Horse, Luke, Horse  
Horse  
Rapid Subby—Dog, Dog, Prospector, Prospector,  
Lute  
Train—Luke, Horse, Horse, Prospector, Luke  
Saloon—Horse, Prospector, Horse, Prospector,  
Dog  
The Prison—Prospector, Luke, Luke, Dog, Horse  
Buffalo—Dog, Horse, Luke, Prospector, Prospector  
Ranch—Luke, Horse, Dog, Prospector, Dog  
Rapid—Horse, Horse, Luke, Dog, Prospector  
Cherokee Mountain—Prospector, Dog, Luke, Horse,  
Dog  
Tombay—Luke, Luke, Dog, Prospector, Horse  
Jail—Dog, Horse, Luke, Prospector, Dog

#### POKEDEX COMING AT YOU

John Givens  
At the difficulty select screen, press Up or Down to change the number of credits displayed at the top of the screen; you can start with as few as five.  
At the "Rare Kombat Code" screen, just before a fight, enter the following code using the D-pad. The numbers represent the number of times you have to press Up to change the symbol in each box. You can also advance through the code in reverse order by pressing

Down. For example, to unlock Reptile as a playable character, enter the code 150-234 as follows:  
1) Highlight the first icon box, press Up once.  
2) Highlight the second icon box, press Up nine times (or Down once).  
3) At the third box, press Up twice.  
4) At the fourth box, press Up twice.  
5) At the fifth box, press Up three times.  
6) At the last box, press Up four times.  
You'll get a message to confirm proper entry of each code:  
150-234—Unlock Reptile  
205-123—Unlock agent Reptile  
011-011—Unlimited Run  
987-123—No power bars  
180-100—Throwing disabled  
020-920—Blocking disabled  
088-422—Quick Kombat  
585-125—Rhyco Kombat  
233-233—Random Kombat  
000-707—Computer starts with 14 life  
707-100—Player starts with 14 life  
000-333—Computer starts with 10 life  
000-100—Player starts with 10 life

#### BOSS GUIDE

Adventure Park—DDM HSH  
The Moving Room—HHH RRG  
Vicious Underpass—CCCLRS  
Tale Street—JHH PFR  
Kaijomon—SWW TCH  
The Case of the Unknown Dungeon. You must defeat the Dita Four before the main boss; the arena will allow you through. Also, you must NOT meet your game after you're beaten. If wait for the credits to flash, then go back to the start screen by pressing the A button. If to continue, go, then use a Pokémon that knows Surf to get to the Unknown Dungeon, which lies to the northwest of Canaleon city. Right before you fight Minotaur, use your game. That way if you lose at 11 Minotaur, you can quickly reset the game. You should also do this before fighting other "one-time-only" Pokémon like Diglett, Amnesia and Marowak. When you fight Minotaur, enter use the Master Ball immediately if you sleep attack and a lot of Ultra Balls.  
Right Minotaur  
In order to fight Minotaur, you need to gain access to the Unknown Dungeon. You must defeat the Dita Four before the main boss; the arena will allow you through. Also, you must NOT meet your game after you're beaten. If wait for the credits to flash, then go back to the start screen by pressing the A button. If to continue, go, then use a Pokémon that knows Surf to get to the Unknown Dungeon, which lies to the northwest of Canaleon city. Right before you fight Minotaur, use your game. That way if you lose at 11 Minotaur, you can quickly reset the game. You should also do this before fighting other "one-time-only" Pokémon like Diglett, Amnesia and Marowak. When you fight Minotaur, enter use the Master Ball immediately if you sleep attack and a lot of Ultra Balls.

#### ODDWOOD ADVENTURES

Super Jump  
When Ace is jumping, press the START button to pause the game while he's still in mid-air. After you unpauses, Ace will jump again, doubling the height (or length) of his original jump. You can continue to extend the same jump as many times as you want with the proper timing.  
Ravens  
Level 20—JCBC H  
Level 21—JH C C C  
Level 22—M C C C B  
Level 23—J P C C C  
Level 24—J T C C C  
Level 25—J T C C C  
Level 26—J E C C C  
Level 27—T B C C C  
Level 31—T B C C C  
Level 32—T B C C C  
Level 33—T B C C C  
Level 34—T B C C C  
Level 35—T B C C C  
Level 36—T B C C C  
Level 37—T B C C C  
Level 38—T B C C C  
Level 39—T B C C C  
Level 40—T B C C C  
Level 41—T B C C C  
Level 42—T B C C C  
Level 43—T B C C C  
Level 44—T B C C C  
Level 45—T B C C C  
Level 46—T B C C C  
Level 47—T B C C C  
Level 48—T B C C C  
Level 49—T B C C C  
Level 50—T B C C C  
Level 51—T B C C C  
Level 52—T B C C C  
Level 53—T B C C C  
Level 54—T B C C C  
Level 55—T B C C C  
Level 56—T B C C C  
Level 57—T B C C C  
Level 58—T B C C C  
Level 59—T B C C C  
Level 60—T B C C C  
Level 61—T B C C C  
Level 62—T B C C C  
Level 63—T B C C C  
Level 64—T B C C C  
Level 65—T B C C C  
Level 66—T B C C C  
Level 67—T B C C C  
Level 68—T B C C C  
Level 69—T B C C C  
Level 70—T B C C C  
Level 71—T B C C C  
Level 72—T B C C C  
Level 73—T B C C C  
Level 74—T B C C C  
Level 75—T B C C C  
Level 76—T B C C C  
Level 77—T B C C C  
Level 78—T B C C C  
Level 79—T B C C C  
Level 80—T B C C C  
Level 81—T B C C C  
Level 82—T B C C C  
Level 83—T B C C C  
Level 84—T B C C C  
Level 85—T B C C C  
Level 86—T B C C C  
Level 87—T B C C C  
Level 88—T B C C C  
Level 89—T B C C C  
Level 90—T B C C C  
Level 91—T B C C C  
Level 92—T B C C C  
Level 93—T B C C C  
Level 94—T B C C C  
Level 95—T B C C C  
Level 96—T B C C C  
Level 97—T B C C C  
Level 98—T B C C C  
Level 99—T B C C C  
Level 100—T B C C C  
Level 101—T B C C C  
Level 102—T B C C C  
Level 103—T B C C C  
Level 104—T B C C C  
Level 105—T B C C C  
Level 106—T B C C C  
Level 107—T B C C C  
Level 108—T B C C C  
Level 109—T B C C C  
Level 110—T B C C C  
Level 111—T B C C C  
Level 112—T B C C C  
Level 113—T B C C C  
Level 114—T B C C C  
Level 115—T B C C C  
Level 116—T B C C C  
Level 117—T B C C C  
Level 118—T B C C C  
Level 119—T B C C C  
Level 120—T B C C C  
Level 121—T B C C C  
Level 122—T B C C C  
Level 123—T B C C C  
Level 124—T B C C C  
Level 125—T B C C C  
Level 126—T B C C C  
Level 127—T B C C C  
Level 128—T B C C C  
Level 129—T B C C C  
Level 130—T B C C C  
Level 131—T B C C C  
Level 132—T B C C C  
Level 133—T B C C C  
Level 134—T B C C C  
Level 135—T B C C C  
Level 136—T B C C C  
Level 137—T B C C C  
Level 138—T B C C C  
Level 139—T B C C C  
Level 140—T B C C C  
Level 141—T B C C C  
Level 142—T B C C C  
Level 143—T B C C C  
Level 144—T B C C C  
Level 145—T B C C C  
Level 146—T B C C C  
Level 147—T B C C C  
Level 148—T B C C C  
Level 149—T B C C C  
Level 150—T B C C C  
Level 151—T B C C C  
Level 152—T B C C C  
Level 153—T B C C C  
Level 154—T B C C C  
Level 155—T B C C C  
Level 156—T B C C C  
Level 157—T B C C C  
Level 158—T B C C C  
Level 159—T B C C C  
Level 160—T B C C C  
Level 161—T B C C C  
Level 162—T B C C C  
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first city. Go to choose the award, etc. all the way up to the number 3 which represents the 20th city in the ocean area.  
4-R Enter "R B B R" at the fourth through eighth character of your password.  
5-11 Now you're at the last character of the password, so all you need to do is to try each character—one at a time—until you find the one that "locks" the password into place with a checkmark. If you get sent back to the main menu when you press the A button, your password is in place, so just choose "Start Game" to begin.

## PLAY IT SAFE! SAVING

Good Housekeeping

Enter any of the following codes below at the main menu. Make sure "Arcade Mode" is highlighted. You'll hear a special sound effect after correctly entering a code.  
Unlock Kame Cave—Press Left, Left, Left, Right, Right, Right, Left, Left, Right.  
Unblock the Dodge—Enter the code above, then press Right, Right, Left, Left, Left, Left, Right, Right, Left, Left, Left, Left.  
Unblock Dorian Black—Enter the code above, then press Right, Left, Right, Left, Left, Left, Right, Right, Left, Left, Left, Left.  
Unblock the Dodge—Enter the code above, then press Right, Left, Right, Left, Left, Left, Right, Right, Left, Left, Left, Left.

## THE SECRET CODES

Advanced

Tron Code—W B Y F I N D  
Hightail—T O M M Y \_ Q K  
Light Woods—J O B C V R T  
Dark Woods—N O B G L A C H  
Ranger Ride—J G S M V S I  
Ancient Ruins—J T B W Q Q Q

## SECRET TIME TRAVELERS

Advanced

N J M F L F V I—1800: Goldmine  
G Y P T L F V I—Ancient Egypt  
V T L V M T I S—Atlantis  
J V R V E I S—Caucasus  
N F D J F V I—Medieval  
F A R Y L F V I—Fairyland  
J R C V L V I—Frosted  
C J C V L V I—Big Top  
S P V C F L V I—Outer Space  
Q Q K J F S T—Toy Palace North Wing  
R B V Y J C F—Wild West  
C R V W J C F—Toy Palace East Wing  
P L V Y F N S—Toy Palace South Wing  
T Q V B X F S—Toy Palace West Wing  
T V N J S F T—On the Moon  
B V T H T M F—Carnie minigame  
C F I N S T F—Ball minigame  
B V Y B Q Q W—Shooting minigame  
W F Y N J N J—Egg minigame  
P E F P T S—Ending

## SHAMUS

Secret Password

Enter any of the following passwords to start at the corresponding stage with all keys in your inventory and 31 lives in reserve.  
5 G 7 3 5 V I V—Level 1: The Laboratory  
4 7 6 7 3 5 V T V—Level 2: Shadow Station  
7 6 7 3 5 G V I X—Level 3: Abandoned L.A. Subway System  
4 7 6 7 3 5 V I V—Level 4: The Shadow's Last Hater and Cause

## THE MYSTERIOUS MANSIONS

"Easy" Mode Password

Happy Smart, Bratty Smart, Handy Smart—The Rabbit Race  
Happy Smart, Cook Smart, Astrosmart—The Mystery Race  
Bratty Smart, Happy Smart, Handy Smart—The Workbench Game Med

"Hard" Mode Passwords  
Bratty Smart, Handy Smart, Happy Smart—The Rabbit Race  
Astrosmart, Happy Smart, Bratty Smart—The Mystery Race  
Happy Smart, Cook Smart, Handy Smart—The Workbench Game Med

## SECRET CODES (Puzzle, Color, and Skill)

Advanced

Classic Mode—C L S S T 1 0 9 9 9 0 M  
Virus—W X Y X T C Z N Q W T Y Y V  
Mars—W X Y X T C L N Q W T Y Y V  
Aquaria—S S R S Q Z T R T S J M S  
Selam—W S P M S O N R T H N F R  
Ultima—C V T Q W K O L S X R S R  
Neptune—C V T Q W K L S N I Y G R T  
Flute—M T H R C L S S Z S R S

## SHIM

"Normal" Passwords  
Chapter 1—Spawn, Blank, Blank, Skull  
Chapter 2—Heart, Heart, Skull, Heart  
Chapter 3—Heart, Skull, Skull, Skull  
Chapter 4—Skull, Spawn, Skull, Heart  
Chapter 5—Heart, Skull, Spawn, Spawn  
Chapter 6—Spawn, Spawn, Heart, Skull  
Chapter 7—Skull, Spawn, Spawn, Heart  
Chapter 8—Spawn, Skull, Skull, Spawn  
Chapter 9—Spawn, Skull, Skull, Spawn  
Chapter 10—Spawn, Skull, Skull, Spawn

## SECRET REARMS

Advanced

Light Akuma or M. Bison  
To fight Akuma at your first opponent, choose your fighter at the character select screen. Then, when selecting Marrow or Akuma, hold B + A until the light begins. To fight M. Bison instead, hold SELECT + B + A in the same way.

## LUCKY (Disrupter) Version

Advanced

Note: The following codes are shown in numerical form. To enter them, you must press Up on the D-pad the number of times shown for each of the four positions in the password. For example, to start at the "Jungle Legend" stage (0 2 3 6), enter the code as follows:  
• Highlight the first character of the password, press Up once.  
• Highlight the second character, press Up twice.  
• Highlight the third character, press Up six times.  
• Highlight the last character, press Up three times.  
Now you can press START to lock in the password.  
The Angle is my Playground—2 1 2 3  
No No Second Banana—0 4 4 5  
Jungle Legend—2 6 3  
Go Out on a Limb—6 2 3  
Big Bopae—3 4 4 6

## Notes

Start at higher levels:  
Hold Down on the D-pad while turning the Game Boy on and continue to hold it until the game starts. When you choose a starting level, you'll begin 10 levels higher than the one you chose.

## SECRET ATTACK

Special Hard Mode  
Choose "1P" from the main menu and select a

"Vs. Game" game. Choose "New Game" at the next menu, then when the difficulty select screen appears—hold Up + SELECT and press A. Now you're playing in "Special Hard"

Mode.  
Extra Mode Made  
Choose the "Password" option in Puzzle Mode and enter the password 0 1 0 0 0 0. Those are zeros, not the letter "O"! Now you're playing against a new set of opponents in "Extra Mode" mode.  
Special Super Game Boy Ranking  
If you're playing the game with the Super Game Boy on your Super NES, you can change the border by holding certain buttons at the title screen as follows:  
Parquet screen with Trish—Hold Down and press A  
Flute and Tower—Hold Left and press A  
Tree scene—Hold Up and press A  
Gray Crayles—Hold Down and press START  
Cloud scene—Hold Left and press START  
Moon with Venus—Hold Up and press START

## TECHS' TRUST

"Tight 2" Mode

At the title screen, press B five times. Then press START, and the "Tight 2" Mode option will appear. You'll fight against all of the bosses.

## TECHS' SK

Hard Mode

At any time during the game, you can make a left turn and lock up to the top of the screen. (This trick will not work if the falling piece is a four-square block or a straight line of four blocks.) To do this with any other press, hold Left until the falling piece touches the left side of the screen, then continue to hold Left and tap the A button as rapidly as you can. As the piece rotates, it will climb back up to the top of the screen. This also works on the right side of the screen if you hold Right on the D-pad and rapidly tap the B button.

## TOP CLUB PICKS

Advanced

Enter the password "Y Q X - % 2" to unlock all cut and earn gold trophies in all courses.

## TOP SECRET

Advanced

Score 2—P R P P  
Score 3—B L W I  
Score 4—P R B W  
Score 5—W R P P  
Score 6—P R B W  
Score 7—B R P I  
Score 8—W P W P  
Score 9—J L W W  
Score 10—B W I  
Score 11—P W W W  
Ending—W W W W

## TECHS' BAMBINO OF GOLF WORLD

Secret Password

From the main menu, select "Options," then select "Password." Enter any of the passwords below. You'll hear a special sound effect upon entering a correct code.  
Infante Anno—X L C F M Z  
Infante Anno—X L C F M Z  
Easy Difficulty Passwords  
Moon 2—D R L M S P  
Moon 3—D V I F D Z M  
Moon 4—N F D S G P D  
Moon 5—C D S J X F D  
Normal Difficulty Passwords  
Moon 2—X L C F M Z

Moon 3—D P S C V X  
Moon 4—Z M P S C M  
Moon 5—H W K L Y S  
Hard Difficulty Passwords  
Moon 2—C S P P P  
Moon 3—C M S K C C  
Moon 4—S P F W L D  
Moon 5—T T F Q F S

## TECHS' HOUSE

Advanced

Granny's House—Hector, Granny, Twenty, Tas, Sylvester  
Granny's Cabin—Tas, Sylvester, Twenty, Hector, Granny  
In the Garden—Sylvester, Twenty, Hector, Tas, Granny  
Out in the Streets—Hector, Twenty, Tas, Granny, Sylvester  
In the Top Shop—Tas, Hector, Twenty, Sylvester, Granny

## VIRALLY EPICURE VS.

ESK: A VIRTUALLY CHAMPIONSHIP EATING

Advanced

F A S T—Unlock "Median" courses in Arcade mode.  
F O O D—Unlock "Hard" courses in Arcade mode.

## WIDEY EYES

Advanced

Enter the password "MUTTIE!" to unlock all of the secret characters and the "Crazy" Cup mode.

## WORMS WARRIORS

Advanced

In the passwords below, each number corresponds to a picture in the password entry screen, from left to right. 1 is the violet worm, 2 is the pink-colored worm, 3 is the stock of dynamite, 4 is the red-colored worm, 5 is the banana and 6 is the blue-colored worm.  
Eggs—2 2 2 6  
Eggs—1 2 4 5  
Hill—2 4 2  
Theban—4 1 3 6  
Gardens—4 1 3  
Snow—3 2 4 6  
Construction Site—2 2 5 5  
Rodeo—4 4 3 1  
Fruit—1 4 5 1  
Crash—4 4 4  
Medieval—6 1 1 6

## WYV WRESTLING: 2000

Characteristics Password

Each of the following passwords will put you into two matches away from fighting against the last opponent of the game, Vince McMahon.  
Last Password for Billy Gunn—P K D Y  
Last Password for Steve Austin—C T F V  
Last Password for The Rock—F D B  
Last Password for Triple H—C C D D

## 3-DIMENSIONAL

Advanced

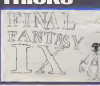
Unblock Phoenix  
At the title screen, press Down, Right, Down, Up, Left, Right, B, A. If you entered the code correctly, you'll see a special message appear. Unblock Phoenix.

## TECHS' BAMBINO

Advanced

Enter the password "0 0 0" to start at any stage up to and including Level 240.

# TIPS & TRICKS Reader Art Gallery





## VIDEO WINGS

### Unblock Everything

Press L + R at the title screen. You'll hear a voice say, "OK, good." When you begin a game, you'll have access to all the rings and all the cast. Also, you'll have a score of 100 on every Blue Impulse Mission.

### Special Options

Begin a new game from the title screen and enter "TSCSC" as your name. A new section called "Special" will appear in the "Game Config" menu under the "Options" menu. From here you can access three special options: Player Assist on/off, HUD on/off and Captivity on/off.

## VIDEO WINGS 2: ALTIMATE

Unblock Everything at the "Game Select" screen, hold L + X and press Y. You'll hear a special sound effect upon entering this correctly, now all of the planes, maps and missions will be unlocked.

## CRASH TAG

### Use the Backward Walk

At the character selection screen, highlight the character you would like to play as, then press L, R, L, R very quickly and press A. You'll hear a high-pitched ring after pressing A. If you entered it correctly, remember, if the code is not entered quickly, it won't work.

### Another Play Mode

At the character selection screen, move the cursor to the character you would like to play as. Press and release B once, then hold down B and press A. You'll see the words "Another Play" appear in the lower left corner of the screen. In this mode, you'll have a different starting point and your customers will be in different locations.

### AI Always Move

From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next screen that appears, move the cursor to the type of game you would like to play, then hold down R + START and press A. Don't let go of R + START until the words "No arrows" appear in the lower left corner of the screen. In this mode, the arrows usually at the top of the screen will never appear.

### No Destination Mark Arrow

From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next screen that appears, move the cursor to the type of game you would like to play, then hold down L + START and press A. Don't let go of L + START until the words "No destination mark" appear in the lower left corner of the screen. In this mode, the destination marker will never appear.

### Expert Mode

From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next screen that appears, move the cursor to the type of game you would like to play, then hold down L + START and press A. Don't let go of L + START until the words "No destination mark" appear in the lower left corner of the screen. In this mode, the destination marker will never appear.

### Expert Mode

From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next screen that appears, move the cursor to the type of game you would like to play, then hold down L + R + START and press A. Don't let go of L + R + START until the word "EXPERT" appears in the lower left corner of the screen. In this mode, both the destination marker and arrows never appear.

### Altman's House and Speedometer

At any time during a game, plug a controller into Port C. On this controller, pressing Y will switch the view to one of the "hidden" cameras. Like in the game's intro, pressing B will switch the view to inside the driver's seat, and pressing A will return you to the original view. Additionally, if you press R five times, a speedometer will appear at the lower right corner of the screen. Subsequent presses of the B button will toggle it on and off.

## DEAD OR ALIVE 2

### Secret Demo Scene

First, change the "Rage Rage" setting in the "Others" screen under the "Game Setting" menu to above 20. Then play several waves and obtain a high enough score to enter your name. Enter your name as "REALDEMO." Now, you'll see a new demo scene that will appear amongst the others that play after the screen appears. It will only appear at a specific point in the demo sequence you'll have to wait a few minutes through the other demos.

## DIAGONAL: GOLF OF THE HYPER

### Good Codes

All the title screens, press X, Y, Y, X, X, Y, Y. You'll hear a special sound effect after entering it correctly. Then, during gameplay, press START to pause and enter any of the codes below.

Reverse Holes—Hold L + R and press Left.  
Level Skip—Hold L + R and press Down.  
Super Code—Hold L + R and press Right.

## EXPONABLE

### Secret Codes

Enter each of the following codes during a game as follows: Press START to pause the game, input the code, then press START again to unpause. After successfully entering a code, a confirmation will appear at the bottom of the screen after unpause the game. To access the level select, you must return to the main menu after entering the code.

1st Person View—L, R, Right, X, X, Down, Down, R, L.  
Invincibility—Up, Down, Left, Right, X, Up, Down, Left, Right, Y.  
More Grenades—Down, Down, Down, Down, Up, Up, Up, Y, R, L, R, Up, Down, Left, Right.

More Credits—A, B, Left, A, B, Right, B, A, Down.  
Level Select—Up, Down, Up, Down, Up, Down, Up, Down, Right, Right, Right, Up.  
Level Skip—Y, Y, X, X, L, Down, Down, Up, Up.

Which Ending—L, L, R, Left, Right, Left, Right, Y, X.

## FIGHTING FORCE 2

### Stage Select

All the title screens, press Left, Up, X, Up, Right, Y. You'll see the screen flash after inputting the code correctly. Choose "Start Game" and a level/multi mode will appear.

## FLAG TO FLAG

### Randy Weather

After selecting after selecting a track in arcade mode, hold L + R + Down on the D-pad until the screen flashes. When the race begins, the weather will be rainy.

## GLAY WINGS

### Unblock All Gallery Images & Stranger

From the main menu, select "Gallery." Then, press L, X, Y, B, X, X, X. You'll hear a special sound effect if you entered it correctly. Also, when you start a new game, Shiroburo's new craft, Stranger, will be available.

## GUARD THIEF AUTO 2

### Secret Codes

Before you begin a game, change your name to any of the following ones below. You won't be able to see that you've entered most of these correctly until you start a game. Start with \$500,000—H U C H C A S H.

## Start with \$100,000—ULTIMATE

### Start with all weapons—BIG CATS

### Start with 99 lives—BIG CATS

### Unblock all items—BIG CATS

### Unblock energy—BIG CATS

### No police—BIG CATS

### Start with infinite Double Damage power—BIG CATS

### Start with infinite invulnerability—BIG CATS

### Start with 99 lives—BIG CATS

### Start with 99 lives—BIG CATS

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### Start with 99 lives—BIG CATS

## MAG FORCE RACING

### All Tracks & Vehicles

At the main menu, hold X + Y and press Up, Left, Down, Right, Right, Up, Down, Right. If you entered the code correctly, you'll hear a special sound effect.

## MARKED VS. CAPCOM

### Secret Characters

Enter the following codes at the character select screen. Remember, don't press any additional directional buttons before entering any code at this screen. Each of these characters has slightly different properties than their normal counterparts.

Evil Manjaro—Move the cursor to Zangief, then press

Left, Left, Down, Down, Right, Right,

Up, Up, Down, Down, Down, Down,

Left, Left, Up, Up, Up, Up,

Right, Left, Down, Down, Down, Down,

Right, Right, Up, Up, Up, Up,

Left, Left, Down, Down, Down, Down,

Right, Right, Down, Down, Down, Down,

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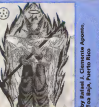
Right, Right, Down, Down, Down, Down,

Right, Right, Down, Down, Down, Down,

Right, Right, Down, Down, Down, Down,

Right, Right, Down, Down, Down, Down,

Right, Right, Down, Down, Down, Down,



By Ronald Leggett & Benjam, Germany

By Rafael J. Clemente Aponte



**Rogue**—START + Light P + Medium P + Heavy P + Light K  
**Solo**—START + Heavy P  
**Settings**—START + Medium P + Heavy P + Medium K  
**Shadow**—START + Light P + Heavy P + Medium K  
**Storm**—START + Light P + Heavy P + Light K  
**Thunder**—START + Medium P + Light K  
**Ten Peaks**—START + Light P + Heavy P  
**Unknown Soldier**—START + Light P  
**U.S. Agent**—START + Heavy P + Medium K

## MODE 3

**Alternate Camera for Kart**  
 At the title screen, hold L + R and press X, Y, X. You won't get any special confirmations, but after you start a new game and complete the first course, Kart will appear without his col suit.

**Alternate Camera Setting**  
 During gameplay, press START to pause, then hold L + R and press X, B, A. The new camera setting will take effect after you unpaue the game. To return to the original camera setting, enter the code again.

## MORTAL KOMBAT GOLD

**Control Menu**  
 At the title screen, quickly press up, down, down, left, left, right, right. You should hear a few chimes after pressing down the second time, then Shao Khan will say "Overblending" if you complete the code quickly enough. Next, press START to reach the main menu, then press Block + Run R in the default control configuration simultaneously to access the cheat menu.

**Secret Characters**  
 With the down code in place, the character select screen, move the cursor to "Invaders," then enter any of the following codes to play as a secret character:  
 Joker—Hold Block + Run, press Up, Up, Up, Left, Left, then press A, B, X, or Y  
 Goro—Hold Block + Run, press Up, then Left, then press A, B, X, or Y  
 Noddy—Hold Block + Run, press Up, Left, Left, then press A, B, X, or Y  
 View Character Bio Screen

Enter the Kombat Theater screen from the Options menu. You can view the biography screen for each character by highlighting the corresponding photo and pressing the B button. This code works whether you've unlocked a particular movie sequence or not.  
**Kombat Photo**  
 When playing a two-player "in" game, you can activate various effects by pressing certain combinations of buttons at the versus screen. For each code, the first digit corresponds to the number of times the Low Punch button must be pressed. The second digit corresponds to the Block button and the third digit corresponds to the Low Kick button. Both players must input the same code completely before the versus screen fades out for it to work properly. The name of the code will be displayed at the beginning of the match if it is entered correctly.

- 001—Unlocked Run
- 323—Kombat Zone: Quinch
- 333—Kombat Zone: The Netherlands
- 353—Kombat Zone: Soul Crusher
- 363—Kombat Zone: Laidoff
- 321—Big Head Mode Active
- 111—Free Weapon
- 130—Throwing Disabled
- 444—Armed and Dangerous
- 666—Silent Kombat
- 550—Explosion Kombat

- 222—Random Weapons
- 123—4x Power
- 335—Ming Weapons
- 802—Weapon Kombat
- 812—Rapid Jambet Mode
- 828—Red Rain
- 110—Maximum Damage Disabled
- 110—Throwing and Max Damage Disabled

## WALIK

**Secret Characters**  
 Enter any of the following codes at the "Options" screen from the "Options" menu:  
 L A R D (Left) + L + R + D + U + D + E  
 Double High Players—L + L + T + L + E + Y  
 Double High Players—L + L + T + L + E + Y  
 Double Doughy Players—D + D + U + H + R + O + Y  
 Double Spinal Players—D + D + U + H + R + O + Y  
 Double Giant Heads—A + H + A + H + A  
 Double Big Feet—B + I + F + O + O + T  
 Double Huge Backbills—B + E + A + C + H + O + Y + S  
 Double Gudy Cookies—C + O + A + C + W + O + U + C + H  
 Secret Message—11111111111111111111

## NBA SHOWTIME: NBA ON NBC

**Secret Characters**  
 To play as a secret character, enter any of the names and PIN numbers below when you start a game. You'll hear a special sound effect after entering a correct code:  
 C245—0229 K245—1111  
 UA—9712 UA—1111  
 RETRO—1350 RNTG—1986  
 MOKE—1986 SMALLS—0854  
 MOKE—0854 MKSD—4866  
 OCMASH—2001 C201P—2084  
 JACCO—4251 THEWZ—2084  
 THEPZ—7777 HAWK—5322  
 STBYZ—0925 HONKZ—1525  
 RCOZ—3261 TORNO—1111  
 ROOMS—0664 CULNO—2523  
 SLY—4765 GORLA—0314  
 SQUA—7793 RAPTOR—1933  
 K245—1228

**Choose Your Court**  
 After selecting a team, you can also select which court to play on. Hold the following button combinations down immediately after selecting the second player on your team. You'll hear a special sound effect confirming a correct code:  
 Left Team's Court—Up + Turbo  
 Right Team's Court—Down + Turbo  
 Street Court—Left + Turbo  
 Island Court—Right + Turbo  
 Midway Court—Up + Shoot + Pass  
 NBC Court—Down + Shoot + Pass  
**Secret Codes**

At the matchup game just before the game starts—while the announcer is saying "To-day's match-up," etc.—enter the following codes using the Turbo, Jump, and Pass buttons followed by a direction on the D-pad. For example, to activate the "ABA Ball" code, Q-3-Right, press Turbo twice, Jump three times, Pass twice, then press Right. A message will appear to confirm the code. Note: Some codes will not work in a two-player game unless both players enter the code. The code that change the weather only work on outdoor courts.  
 No Holesets—2-0-1-0-0  
 Tournament Mode—1-4-1-0-0  
 Show Shot 1—3-0-1-0-0  
 Show Hotspot—1-4-0-0-0  
 Big Heads—2-0-0-0-0  
 ABA Ball—3-3-3-0-0  
 Team Uniform—4-1-0-0-0  
 Home Uniform—4-1-0-0-0  
 Away Uniform—4-2-0-0-0  
 Atlanta Uniform—4-3-0-0-0

- Midway Uniform—4-2-0-0-0  
 Show—1-2-1-0-0  
 Ripped—1-0-1-0-0  
 Run—1-4-1-0-0  
 Super—1-0-0-0-0  
 Night Pop—1-2-3-0-0  
 Truck Pop—1-2-3-0-0  
 Swing Pop—1-2-3-0-0

## NFL KICK

**Secret Codes**  
 Enter any of the following codes at the "Options" screen from the "Options" menu:  
 L A R D (Left) + L + R + D + U + D + E  
 S Q U E E K Y—Announcer's voice is higher pitched and faster  
 T G R B Q—Turbo game speed in the Game Options screen becomes selective  
 D O H A M—"Slam" game speed in the Game Options screen becomes selective  
 S U P E R S T A R S—"Super Stars" team becomes selectable  
 S E A W L—Different screen font

## NFL RUGBY 2000

**Secret Characters**  
 At the start of the game, when the "Enter name for record keeping?" prompt appears, choose "Yes" and enter one of the following names and PIN number to play as a secret character. You'll hear the announcer say "Lights out baby!" after you enter a correct name and PIN:  
 PUNCK—1221 PUNCK—2112  
 SHALLO—4866  
 MOKA—1034 SMOKS—2111  
 GIMO—1131 SMIS—1111  
 SLD—1111 PRATE—1111  
 ALTRA—1111 TRED—1111  
 MOOSE—1111 RAUN—1111  
 CURTS—1111 BRAUN—1111  
 RADON—3691 PHINCE—8307  
 SEUL—1111 SUX—7777  
 K245—1111

**Secret Codes**  
 At the match-up screen just before the game starts—while the announcer is saying "To-day's match-up," etc.—enter the following codes using the Turbo, Jump and Pass buttons followed by a direction on the D-pad. For example, to enter the "Headless Team" code (1-2-3-Right), press Turbo once, Jump twice and Pass three times, then press Right. A message will appear to confirm the code.

- Big Head—2-0-3-Right
- Big Head—2-4-4-Up
- Team Big Head—2-0-3-Right
- Headless Team—1-2-3-Right
- No Head—3-3-1-Left
- Big Football—5-0-0-Right
- Wide Receiver Name—1-0-3-Right
- Field Wet—5-0-0-Right
- Weather Code—2-2-2-Left
- Field Muddy—5-0-0-Down
- Unlimited Three Downs—2-2-3-Right
- Super Passing (2-player agreement)—4-2-3-Right
- No CPU Assistance (2-player agreement)—0-1-2-Down
- No Random Fumbles—6-3-3-Down
- No Highlighting on Target Receiver—3-2-1-Down
- No Punting—1-5-1-Up
- No Interceptions—4-4-4-Up
- No First Downs—2-1-0-Up
- No Play Selection (2-player agreement)—1-1-5-Down
- Invincible—6-3-3-Right
- Smart Goal Opponent (in a 1-player game)—1-4-0-Down

- Show More Field (2-player agreement)—0-2-1-Right
- Show Field Goal No—0-0-1-Down
- Teamset Mode (2-player game)—1-1-1-Down
- Powerup Offense—3-2-2-Up
- Powerup Defense—4-0-1-Up
- Super Hits (2-player agreement)—4-4-4-Left
- Powerup Tackles—2-3-3-Up
- Powerup Speed (2-player agreement)—4-4-4-Left
- Powerup Blockers—3-1-2-Left
- Infinite Turbo—9-9-4-Up
- Late Hit—9-1-0-Up
- Super Hits (2-player agreement)—4-4-4-Up
- Deranged Bitts (in a 1-player game)—2-5-2-Down
- Ultra Hard Hits (2-player game)—3-3-3-Up
- Super Hits (2-player agreement)—5-5-5-Up
- Fast Passes—2-0-0-Left
- Fast Turbo Running—3-3-2-Left
- Super Field Goals—1-3-3-Left
- Always Stopping Out of Bounds—2-1-4-Left
- Always Off—2-3-2-Left
- Red, White and Blue Ball—3-3-3-Left
- Unlimited Ball Carries—5-2-2-Down

## NFL QUARTERBACK CLUB 2000

**Secret Characters**  
 Enter any of the following names at the "Enter Cheat" screen from the main menu. You'll hear a ringing sound effect after entering a code correctly:  
 Rugby mode—r g y  
 Zone runner mode—t r r r t g m p  
 More punts—h g t t r n g m p  
 More punts—h g t t r n g m p  
 Big football—b c h b i  
 Why football—f l b r  
 Smacking players—h n f r  
 This players—t h p c k  
 Fat players—n r h m f w  
 Giant on at can too—b g n g y

## NFL QUARTERBACK CLUB 2000

**Secret Codes**  
 Enter any of the following codes at the "Enter Cheat" screen from the main menu. You'll hear a ringing sound effect after entering a code correctly:  
 Rugby mode—r g y  
 Zone runner mode—t r r r t g m p  
 More punts—h g t t r n g m p  
 More punts—h g t t r n g m p  
 Big football—b c h b i  
 Why football—f l b r  
 Smacking players—h n f r  
 This players—t h p c k  
 Fat players—n r h m f w  
 Giant on at can too—b g n g y

## NHL 24

**Big Head Mode**—Unlock knicks also known as "Big Head" mode. Press D and turn on the game. Hold the Back key as you appear before the title screen, hold L + R and quickly press B, B, X. After repeating correctly, you'll hear a voice say "Oh, Back key baby!" When you start a game, all the players except for goalies will have Big Head. Additionally, the secret Black Box team will become selectable.

## NIGHTMARE CREATURES 2

**Cheat Codes**  
 At any time during gameplay, press START to pause, then hold L + R and press Left, B, X, Left, B, X, Left, B, X, X, X. If you enter the code correctly the "Options" menu will immediately appear.  
**Full Health**  
 At any time during gameplay, hold X + Y and press B to restore all your health.

## PIANNA SWOOSH

**Secret Characters**  
 At the character-select screen, press the following button combinations to temporarily unlock the corresponding character:  
 Keele—Move the cursor to Run, then press Down, Down, Left, Left, Up, Keele will appear.  
 Keele—Move the cursor to Back, then press Up, Down, Left, Left, Right, Left, Up, Keele will appear in the upper left corner.  
 Keele—Move the cursor to Back, then press Up, Down, Left, Left, Right, Left, Up, Keele will appear in the upper right corner.

## READY 2 RUMBLE BOOBS

**Enter Special Moves**—Unblock All Boxes  
 Enter any of the following passwords at the

# TIPS & TRICKS Reader Art Gallery







**GameShark**  
Codes for use with InterAct  
Game Products' GameShark  
Video Game Enhancers

### PlayStation

#### Bombberman Fantasy Race

8014873C-03E7—Infinite money  
800100EA-0FFF—Infinite energy  
8014873E-FFFF—Player 1 has all animals  
8014A820-0000—Lap 1 is 0:00.00  
8014A824-0000—Lap 2 is 0:00.00  
8014A828-0000—Lap 3 is 0:00.00

#### Digimon World

80155824-0033—Infinite lives  
8013D474-1051 + 8013D476-2062 +  
8013D478-2023 + 8013D47A-4034 +  
8013D47B-5035—Have only the best items  
with you  
8013847E-0000—No virus  
8013848A-0065 + 8013848B-0030—Perfect  
balance of happy and discipline  
D013450-FFFF + 80134584-0003—Press  $\square$   
to beat the game  
801557F0-270F + 801557F4-270F—Infinite  
HP  
801557F2-270F + 801557F6-270F—Infinite  
MP  
801557E0-03E7—Infinite offense  
801557E2-03E7—Infinite defense  
801557E4-03E7—Infinite speed  
801557E6-03E7—Infinite brains  
80134E8B-FFFF—Lots of bits

#### RFA 2000

80032514-0000—Home team 0 points  
80032514-0014—Home team 20 points  
80032518-0000—Away team 0 points  
80032518-0014—Away team 20 points

#### Freestyle Boardin' 99

800865F8-0000—Never miss any flags  
800D15E8-0009—Infinite attribute points  
800865C8-0000—Time is 0:00:00  
80086924-FFFF—Maximum trick points

#### High Heat Baseball 2000

800A2528-0032—Away team scores 50  
800A2528-0000—Away team scores 0  
800A252C-0032—Home team scores 50  
800A252C-0000—Home team scores 0  
D00E20C5-FFFE + 800A5B18-0000—Hit SE-  
LECT to have 0 outs  
D00E28C5-FFFE + 800A2520-0000—Hit L2 to  
have 0 strikes  
D00E28F6-FFFE + 800A251C-0000—Hit L1 to  
have 0 balls

#### Jeremy McGrath 2000

80094164-0000—Stop timer  
D00925DC-0000 + 800925DC-0003—Start on  
last lap  
D10925D4-0000 + 800925D4-0000—Always  
first place  
80094140-0001 + 80094144-0001 +  
80094110-0001 + 80094114-0001 +  
80094138-0005—Unlock everything

#### Monster Rancher Battle Card

801199C2-0063—Episode 2: Player 1 infinite  
GUTS  
801199C0-0063—Episode 2: Player 1 infinite  
cards  
801199C2-0000—Episode 2: Player 1 no  
GUTS  
801199C0-0000—Episode 2: Player 1 no  
cards  
801199C14-0063—Episode 2: Player 2 infinite  
GUTS  
801199C14-0000—Episode 2: Player 2 no  
GUTS  
801199C12-0063—Episode 2: Player 2 infinite  
cards  
801199DE-0063 + 80119A1E-0063 +  
80119A5E-0063—Episode 2: Player 1 infinite  
HP all 3 cards  
80119C80-0063 + 80119C30-0063 +  
80119C70-0063—Episode 2: Player 2 infinite  
HP all 3 cards  
D0083472-FFFE + 80119C30-0000 +  
D0083472-FFFE + 80119C70-0000 +  
D0083472-FFFE + 80119C80-0000—Episode  
2: Player 1 hit L1 for quick win  
50028011-0000 + 801FCDA4-0001—Episode  
2: Have all monster cards

#### Pro Pinball: Big Race USA

800A291A-0063—Max. credits  
800AAAAB-FFFF + 800AAAAA-FFFF—Max.  
score  
800AAAFA-FFFF—Max. cash  
800AAA80-0001—Always on first ball  
D108C10A-7FFF + 800A29EA-0001—Have air  
bag  
D008C10A-FFFF + 800AAAD8-0001 +  
D008C10A-FFFF + 80024850-FFFF +  
D008C10A-FFFF + 800AAAD8-0000 +  
D008C10A-FFFF + 80024850-0000—Press  
for Police Chase Frenzy (multiball mode)

#### Strider 2

800A8A32-0006 + 800A8A34-0006—Infinite  
health  
800D9DC-00FF + 800D9DE-05F5—Max.  
score  
800A8B38-0004—Have infinite boosts  
300D9E07-0006—Unlock all levels  
300D9E03-0063—Stop timer  
800A8D5A-0001—Hien mode  
8003208A-0032—Stop timer (Strider 1)  
80062F5C-00FF + 80062F5E-05F5—Max.  
score (Strider 1)  
80062F52-0363—Infinite lives (Strider 1)  
80062F86-0100—Have Robot (Strider 1)

#### Surf Riders

800AC450-0063—Stop timer  
3007AFD2-0064—Perfect score Slot 1  
3007AFD3-0064—Perfect score Slot 2  
3007AFD4-0064—Perfect score Slot 3

#### Tenchu 2

D00CE97A-FFFE + 8001001C-F0F0—Riki-  
manu: Press SELECT for Throwing Stars / Cat-  
rops available at weapon select screen  
D00CE97A-FFFE + 8001001E-F0F0—Riki-  
manu: Press SELECT for Grenade / Mine  
available at weapon select screen  
D00CE97A-FFFE + 80010020-F0F0—Riki-  
manu: Press SELECT for Sleeping Gas / Ninja  
Armor available at weapon select screen  
D00CE97A-FFFE + 8001002C-F0F0—Riki-  
manu: Press SELECT for Ninja Rebirth avail-  
able at weapon select screen  
D00CE97A-FFFE + 80010038-F0F0—Ayame:  
Press SELECT for Air Bottle / Antidote avail-  
able at weapon select screen  
D00CE97A-FFFE + 8001003B-F0F0—Ayame:  
Press SELECT for Throwing Stars / Catrops  
available at weapon select screen  
D00CE97A-FFFE + 8001003C-F0F0—Ayame:  
Press SELECT for Grenade / Mine available  
at weapon select screen  
D00CE97A-FFFE + 8001003E-F0F0—Ayame:  
Press SELECT for Blow Gun / Exploding  
Arrow available at weapon select screen  
D00CE97A-FFFE + 80010040-F0F0—Ayame:  
Press SELECT for Smoke Bomb / Poison Rice  
available at weapon select screen  
D00CE97A-FFFE + 80010042-F0F0—Ayame:  
Press SELECT for Colored Rice / Ninja  
Camouflage available at weapon select screen  
D00CE97A-FFFE + 80010044-F0F0—Ayame:  
Press SELECT for Blinding Dust available at  
weapon select screen  
D00CE97A-FFFE + 80010046-F0F0—Ayame:  
Press SELECT for Leaves of Stealth / Drag-  
on's Breath available at weapon select  
screen  
D00CE97A-FFFE + 80010048-F0F0—Ayame:  
Press SELECT for Sleeping Gas / Ninja Armor  
available at weapon select screen  
D00CE97A-FFFE + 8001004A-F0F0—Ayame:  
Press SELECT for Ninja Rebirth available at  
weapon select screen  
E00BCD08-0000 + 300BCD08-0002—Ayame  
& Rikimanu: Invincible to normal enemies

#### Threads of Fate

D00C5322-FFFE + 80098368-03E7—Press L2  
to refill HP  
8009836C-03E7—Infinite HP  
D00C5322-FFFE + 8009836A-03E7—Press L2  
to refill MP  
80098368-03E7—Infinite MP  
80098370-03E7—Max. strength  
80098378-03E7—Max. strength bonus  
80098374-03E7—Max. defense  
800A8B08-0000—Super jump  
800982D8-00FF + 800982DA-05F5—Infinite  
money  
50021101-0000 + 300983A0-0063—Have all  
items  
50021012-0000 + 80098388-03E7—Have all  
monsters  
800982CA-00FF—Have all magic  
800982CA-0000—Have no magic

#### X-Men Mutant Academy

D00A1F28-0001 + 800A1F28-0000—Player 2  
never loses



D09A24FC-0000 + 800A24FC-0001—Player 2 one-match win  
 D09A24FC-0000 + 800A24FC-0002—Player 2 Ultrafast win  
 8005E844-0052—Stop timer  
 D09D8C27FE + 8005E844-0000—Hit SELECT for 60 Time  
 D095E844-0019 + 800A1E5C-0001 +  
 D095E844-0019 + 800A2432-0001—Sudden  
 Death mode  
 800A1F4D-0000—Player 1 infinite counters  
 800A1F4D-0003—Player 1 no counters  
 800A1F3B-1400 + 800A1F3A-1000 +  
 800A1F3C-2800—Player 1 max Super Me-  
 ters  
 800A1F3B-0000 + 800A1F3A-0000 +  
 800A1F3C-0000—Player 1 no Super Meters  
 800A250C-1400 + 800A250E-1000 +  
 800A2510-2800—Player 2 max Super Me-  
 ters  
 800A250C-0000 + 800A250E-0000 +  
 800A2510-0000—Player 2 no Super Meters  
 800E56C-FFFF—Unlock Toad  
 8008E56E-FFFF—Unlock Mystique  
 800E570-FFFF—Unlock Sabretooth  
 800E572-FFFF—Unlock Magneto  
 D00A1F28-0000 + 800A1F28-0002—Player 1  
 Ultrafast win  
 800A1E5C-8400—Player 1 infinite health  
 800A1E5C-5A00—Player 1 50% health  
 800A1E5C-000A—Player 1 low health  
 800A2432-8400—Player 2 infinite health  
 800A2432-5A00—Player 2 50% health  
 800A2432-000A—Player 2 low health  
 D00A24FC-0001 + 800A24FC-0000—Player 1  
 never lose  
 D00A1F28-0000 + 800A1F28-0001—Player 1  
 one-match win

## Game Boy

**Mr. Driller**  
 0164-86C6—Infinite air  
 0162-83C6—Infinite lives

**Tomb Raider Starring Laura Croft**  
 0167-84C1—Have Sun Amulet and Moon  
 Amulet  
 0169-81C1—Have Skeleton Key  
 0169-81C1—Have Altar Key  
 0163-8DC1—Have rapid bullets  
 01FF-86C1—Have Yellow, Red, and Blue  
 Handle  
 0163-82C1—Have Red and Blue Diamond  
 0163-83C1—Have Gold Bars  
 0163-84C1—Have Ins  
 01FF-85C1—Have Snake Eye, Nightmare  
 Stone, and Orb  
 0163-87C1—Have Staff Segment 1  
 01FF-88C1—Have Staff Segment 2, 3  
 0163-8EC1—Have Heavy Bullets  
 01FF-89C1—Infinite health  
 0163-8AC1—Infinite Q2  
 0163-AC1—Have large health packs  
 0163-ADC1—Have small health packs  
 0163-AEC1—Have door keys  
 0163-AFC1—Have panel pieces  
 0163-8DC1—Have dynamite  
 0163-81C1—Have Snake Key

**Turok 3: Shadow of Oblivion**  
 010A-10DC—Infinite health  
 0163-12DC—Infinite lives  
 0163-DACD—Infinite arrows  
 0163-0CCD—Infinite ammo  
 0101-02CD—Have Pistol  
 0101-03CD—Have Lizi

**Warlocked**  
 01FF-15CB—Max. fuel  
 01FF-13CB—Max. money

## Dreamcast

**Jeremy McGrath Supercross 2000**  
 D1F88078C070-5041 + D1F88078C000-  
 0000—Start on lap 4  
 591474F3C070-7041 + 591774F30000-0000—  
 Always place 1st

**Namco Museum**  
 72E56676C000-0004—Dig Dug: Infinite lives,  
 Player 1  
 5E7732230000-0004—Dig Dug: Infinite lives,  
 Player 2  
 ED875D4A0000-0003—Pac-Man: Infinite  
 lives, Player 1  
 2D2726900000-0003—Pac-Man: Infinite  
 lives, Player 2  
 D48887260000-0003—Pac-Man: Super speed  
 D368C6D0000-0004—Galaga: Infinite lives,  
 Player 1  
 32E161550000-0004—Galaga: Infinite lives,  
 Player 2  
 ED875D4A0000-0003—Ms. Pac-Man: Infinite  
 lives, Player 1  
 2D2726900000-0003—Ms. Pac-Man: Infinite  
 lives, Player 2  
 7225D60E0000-0003—Ms. Pac-Man: Super  
 speed  
 6E3729C0000-0003—Pole Position: Infinite  
 time

**Nightmare Creatures II**  
 EDF72D60000-0003—Infinite continues

**Omikron**  
 59A76E030000-FFFF—Infinite funds

**PenPen Trilocation**  
 854388F70000-0004—Player 1 play as  
 Hamzulu

**Plasma Sword**  
 51E76400000-00C8—Infinite health, Player 1  
 51E76400000-0000—Low health, Player 1  
 51E46400C070-5038 + 51E764000000-0054—  
 50% health, Player 1  
 F88985D30000-00C8—Infinite health, Player 2  
 F88985D30000-0000—Low health, Player 2  
 F88985D3C070-5038 + F88985D30000-  
 0054—50% health, Player 2  
 E327095D0000-0000—Infinite power, Player 1  
 E327095D0000-0000—No power, Player 1

**Power Stone**  
 5DD76E930000-0009—Player 1 play as Val-  
 gas  
 E80701370000-00F0—Infinite health, Player 1  
 E8040137C070-503F + E80701370000-0000—  
 Low health, Player 1  
 E8040137C070-503F + E80701370000-0078—  
 50% health, Player 1  
 7E25CAC40000-00F0—Infinite health, Player 2  
 7E25CAC4C070-503F + 7E25CAC40000-  
 0000—Low health, Player 2  
 7E25CAC4C070-503F + 7E25CAC40000-  
 0078—50% health, Player 2  
 36813DE40000-0707—Have all Stones,  
 Player 1  
 36813DE40000-0000—Have no Stones,  
 Player 1  
 A54348570000-0707—Have all Stones,  
 Player 2  
 A54348570000-0000—Have no Stones,  
 Player 2

28277AE60000-0938—Infinite Power Up En-  
 ergy, Player 1  
 28277AE60000-0000—No Power Up Energy,  
 Player 1  
 28247AE6C070-4F66 + 28277AE60000-  
 049C—50% Power Up Energy, Player 1  
 9A6813310000-0938—Infinite Power Up En-  
 ergy, Player 2  
 9A6813310000-0000—No Power Up Energy,  
 Player 2  
 9A681331C070-4F66—50% Power Up En-  
 ergy, Player 2  
 9A6813310000-049C—50% Power Up En-  
 ergy, Player 2  
 5DD76E930000-000A—Player 1 play as Final  
 Valgas  
 5DD76E930000-000C—Player 1 play as  
 Kraken

**Rayman 2**  
 89E080A32070-4E1E + 58F804D80000-  
 0040—Flying Rayman  
 82D768C20000-006D—Swinging power  
 E330430000-001E—Infinite health  
 D400CE4D0000-00E1—Infinite air

**Seaman**  
 2D76F20000-FFFF—Air never drops when  
 game on  
 335928210000-41B8—Heat never fluctuates  
 when game on

**Silver**  
 8EA3888C0000-03E7 + D45885630000-  
 03E7—Max. HP 1st character  
 8135888C0000-03E7 + 1CA4202D0000-  
 03E7—Max. MP 1st character  
 F8518F600000-0010—Infinite gold  
 3A8112B80000-03E7—Max. constitution 1st  
 character  
 F59A03A40000-03E7—Max. wisdom 1st  
 character  
 A593672D0000-03E7—Max. range 1st character  
 67C8D5D00000-03E7—Max. dexterity 1st  
 character  
 132402D00000-03E7—Max. strength 1st  
 character

**Virtus Tennis**  
 90080E60000-0003—Player 1 quick win  
 90080E60000-0000—Player 1 never win  
 E3714850000-0003—Player 2 quick win  
 E3714850000-0000—Player 2 never win  
 A3385C710000-0099—Infinite funds

**Walt Disney World Quest Magical Racing Tour**  
 A10311FC0000-0002—Start on last lap  
 CF08E6C80000-001A—Max. speed coins  
 904165740000-000A—Max. fumes

**World Series Baseball 2K1**  
 8579FD8DC06C-EA04 + E45738E30000-0032  
 + 9A682AB00000-0000—Press Y + D-pad Up  
 to put home team in the lead  
 11F8B1A1C06C-EA04 + 9A682AB00000-  
 0032 + E45738E30000-0000—Press Y + D-  
 pad Down to put away team in the lead  
 A4F05EE82070-4E1C + 9A682AB00000-  
 0000—Press A + D-pad Up to change away  
 team score to 0  
 A4F05EE82070-4E16 + E45738E30000-  
 0000—Press A + D-pad Left to change home  
 team score to 0  
 A4F05EE82070-4E2A + 9A682AB00000-  
 0032—Press A + D-pad Down to change  
 away team score to 50  
 A4F05EE82070-4E2E + E45738E30000-  
 0032—Press A + D-pad Right to change  
 home team score to 50



## TIPS & TRICKS HI SCORES

This monthly feature allows arcade game players to compare their high scores, best times and tournament results with other arcades from around the country. If you are an arcade owner or operator who would like to tell the world about your players' accomplishments—and get some free publicity for your arcade!—contact us by fax at (323) 651-3042 or write to us at *Tips & Tricks Hi Scores*, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211; we'll send you information on how you can report your high scores for publication right here in *Tips & Tricks*. Players—show this page to your local arcade owner/operator and spread the word!

### SHATTO 39 LANES

3255 W. 4th St. • Los Angeles, CA 90028 • (213) 385-9475

GAME	HI SCORE	NAME
Marvel vs. Capcom 2	9,769,489,500	J.R. Rodriguez
Marvel vs. Capcom 2	31 wins	MORRO
Marvel vs. Capcom 2	20 wins	George Posadas
Street Fighter III: 3rd Strike	9,886,700	J.R. Rodriguez
Street Fighter III: 3rd Strike	7,684,800	ADOLFO
Street Fighter III: 3rd Strike	5,248,900	JONATAN
Street Fighter III: 2nd Impact	9,999,900	J.R. Rodriguez

### MOVIELAND ARCADE

936 Granville St. • Vancouver, BC V6Z 1L2 • (604) 681-6915

GAME	HI SCORE	NAME
King of Fighters' 2000	12 wins	CCC
Virtua NBA	14 points	JEW
Densha Da Gol 2	1:43:43	DCV
Ms. Pac-Man (fast)	85,300	???
Gal's Panic 3	23,700	STV
Street Fighter EX 3	231,000	CAP

### OCEAN STAR ARCADE

1939 Granville St. • Vancouver, BC CANADA V6Z 1L6 • (604) 669-5434

GAME	HI SCORE	NAME
Street Fighter III: 3rd Strike	1,800,750	ARK
King of Fighters' 2000	10 wins	RYO
Marvel vs. Capcom 2	23 wins	DCR
Street Fighter Hyper Fighting	567,900	CAP
Monster Bash (pinball)	467,800,900	KEV



### FRIAR TUCK'S GAMEROOM

5676 River Oaks Drive • Calverton City, IL 60409 • (708) 891-1444

GAME	HI SCORE	NAME
Silent Scope (Story Mode)	453,406	Joel Castro
Silent Scope (Shooting Range)	43,400	Joshua Brewer

### JOHNNY ZEE'S ARCADE

STATION 6 Victoria, British Columbia, CANADA V8E 4S8 • (250) 386-9077

GAME	HI SCORE	NAME
Virtua Cop	4,723,800	KEV
StarGate (pinball)	999,000,000	JET
Star Wars Trilogy (pinball)	2,624,400	TIM
Top Skater (Beginner)	666,803	RAK
Time Crisis (solo)	1,015,240	???
San Francisco Rush (track 1)	2'18"88	Victor
Silent Scope	766,100	Victor

### LION'S DEN ARCADE

1040 Granville St. • Vancouver, BC CANADA V6Z 1L2

GAME	HI SCORE	NAME
Street Fighter III: 3rd Strike	1,800,750	VOT
The Grid	12 kills	DREAMTR
The Grid	\$46,750.00	TED
Top Skater	767,805	RCV
Virtua NBA	21 Points	Q

### SUPER JUST GAMES

257 Wokington Road • Northbrook, IL 60062 • (847) 539-8727

GAME	HI SCORE	NAME
Gauntlet Legends (Wizard)	Level 99 x 9	An Weintraub
Tekken Tag Tournament	132 wins	Ari Weintraub
Top Skater	549,941	SRB
Marvel vs. Capcom 2	111 wins	Ari Weintraub
Marvel vs. Capcom 2	31 wins	Joey Vega



## MIDNIGHT STAR ARCADE

1015 Granville Street • Vancouver, BC CANADA V6Z 1L4 • (604) 687-2313

GAME	HI SCORE	NAME
Cru'n Exotica (Alaska)	1:38'57	JOE
Gal's Panic	106,670	???
Virtua Tennis	21 wins	TED
Motor Raid	Finished	TTT
Street Fighter III: 3rd Strike	876,900	CON

## ALADDIN'S CASTLE

8300 Sudley Road Space F-12 • Manassas, VA 20109 • (703) 339-0174

GAME	HI SCORE	NAME
Hydro Thunder (Thunder Park)	1:47'33	CEP
Hydro Thunder (NY Disaster)	1:49'03	JAY
Hydro Thunder (Lost Island)	1:38'36	JAY
Hydro Thunder (Far East)	1:56'53	PGT
Hydro Thunder (Lake Powell)	2:00'59	CEP
Cru'n World (Germany)	1:39'74	Paul Tholen
Cru'n World (Italy)	1:41'98	Paul Tholen

## HI 5 NICKEL ARCADE

1236 Saratoga Ave. • San Jose, CA 95129 • (408) 557-0755

GAME	HI SCORE	NAME
Super Shot Basketball	96	Alex
Capcom Bowling	221	Joe Anderson
Skee Ball	650	Lelia and Lisa
Time Crisis	564,300	Mike Damron
HipHop Mania	383,922	Michael Garcia
Crazy Taxi	\$5,619.42	Vincent Arrevalo
Marvel vs. Capcom	1,667,433,600	David Lee
Wacky Gator	99 wacks	Fire It Up!!
Tekken Tag Tournament	8 wins	Fire It Up!!

## ALADDIN'S CASTLE

Pineledge Mall • Chubbuck, ID 83282 • (208) 237-9676

GAME	HI SCORE	NAME
Cru'n Exotica (Alaska)	1:24'87	Greg Morgan
Cru'n Exotica (Amazon)	1:09'10	Greg Morgan
Cru'n Exotica (Atlantis)	1:28'05	Greg Morgan
Cru'n Exotica (Korea)	1:18'84	Brian French
Cru'n Exotica (Las Vegas)	1:31'64	Brian French
Cru'n Exotica (Man)	1:30'17	Brian French
Cru'n Exotica (Sahara)	1:16'52	Brian French
Cru'n Exotica (Tibet)	1:11'84	Brian French
Cru'n Exotica (Alaska)	1:24'87	Greg Morgan
Cru'n Exotica (Amazon)	1:09'10	Greg Morgan

## TIME OUT

201 Lehigh Valley Mall • Whitehall, PA 18052 • (610) 264-8892

GAME	HI SCORE	NAME
Star Wars Trilogy	1,599,800	Brian Slapinsky
Hydro Thunder (N.Y. Disaster)	1:53'29	Jason Banus
Hydro Thunder (Lost Island)	1:40'00	Jason Banus
Marvel vs. Capcom	972,800	Jason Banus
Point Blank (Beginner)	109,135	Frankie Saez
Tekken 3 (Kiaoyu)	2:32'38	Robert Grube3
Marvel vs. Capcom	2,935,300	Harry Liu

## ALL AMUSEMENT CENTER

7883-1 Van Nuys Blvd • Van Nuys, CA 91402 • (818) 756-0558

GAME	HI SCORE	NAME
Tekken Tag Tournament	61 wins	George Alfonso
Tekken Tag Tournament	2:03'00	SOD
Tekken 3	36 wins	Mark Jingco
Hip Hop Mania (Random Mode)	597,461	Mark Jingco
Hip Hop Mania (Easy)	606,597	Derrick Espinoza
Marvel vs. Capcom 2	70 wins	James Kim
Marvel vs. Capcom 2	9 wins	Lon Casino
Marvel vs. Capcom 2	6 wins	Andrew Go

## LASER QUEST

224 Bolivar Street • Lexington, KY 40508 • (859) 225-1742

GAME	HI SCORE	NAME
Maximum Force	255,750	MBW
Hydro Thunder (Far East)	1:51'49	RPN
Hydro Thunder (Lost Island)	1:41'06	RPN
Hydro Thunder (Arctic Circle)	1:48'59	RPN
Hydro Thunder (Lake Powell)	1:56'18	RPN
Hydro Thunder (NY Disaster)	1:54'96	RPN
Hydro Thunder (Greek Isles)	1:45'99	RPN
Revolution X	1,415,000	MSJ
Gauntlet Dark Legacy (Sorceress)	Level 50	MSJ

## TIME-OUT

3661 Eisenhower Pkwy • Macon, GA 31212 • (912) 474-2511

GAME	HI SCORE	NAME
Point Blank 2 (Beginner)	107,538	George Stowe
Point Blank 2 (Beginner)	82,454	Cody Rhodes
Marvel vs. Capcom	1,125,500	Daniel Maynard
Hydro Thunder (Lost Island)	1:46'68	Christopher Musser
Hydro Thunder (Lake Powell)	1:55'03	Larry Hixon
Hydro Thunder (Greek Isles)	1:51'13	Steven Whitehouse
Hydro Thunder (New York Disaster)	2:01'03	Christopher Musser



# HINT HOTLINES

If you're having trouble with a video game and you need IMMEDIATE assistance, follow these steps and you might get the help you need!

- 1) Examine the game, the box it came in or the instruction manual to find out the name of the game's publisher.
- 2) Check this page to see if that company has a tip hotline that you can call for advice!
- 3) If you can't find that company's name on this list, check the game, the box or the instruction manual to see if the publisher lists a phone number that you can call for tips.
- 4) As a last resort, if the game you're having trouble with is made for the Nintendo 64 or Game Boy (Color), try Nintendo's hotline; it's the only one we know of that can usually supply tips for third-party games.
- 5) Whatever you do, DON'T call Ties & Tees! We don't have a tip hotline and we're very busy working on the next issue for you.

NOTE: All Hint Hotlines require a touch-tone phone; callers must be a minimum of age 18—or have parental permission—to call.

**3DO**  
1-800-CALL-3DO (1-800-225-5430)  
HOURS: Monday through Friday, 9 AM to 5 PM (Pacific Standard Time)  
COST: \$5/minute

**3DO SOLUTIONS**  
1-900-955-5274 (U.S.)  
1-900-451-6152 (Canada)  
HOURS: (U.S.) Monday through Friday, 8 to 5 PM Pacific Standard Time for live information, 24 hours for automated help.  
(Canada) 24-hour automated information.  
COST: (U.S.) \$5/minute; automated, \$1/minute live, \$6.95 to \$16.95 for tips by mail, \$5 to \$20 for card redials.  
(Canada) \$1/minute for automated hints.

**ACQUARI**  
1-800-407-TIPS (1-800-407-8472)  
HOURS: (unknown)  
COST: \$5/minute

**ACTIVISION**  
1-900-480-4468 (U.S.)  
1-900-451-4448 (Canada)  
HOURS: Monday through Friday, 9 AM to 5 PM Pacific Standard Time (excluding holidays)  
COST: (U.S.) \$5/minute  
(Canada) \$1/minute

**AGETEC, INC.**  
1-800-288-ASCI (1-800-284-2724)  
HOURS: 24 hours a day, 365 days a year  
COST: \$5/minute

**AMERICAN SOFTWARE CORP.**  
1-800-CALL-ASC (1-800-225-5272)  
HOURS: 24 hours a day  
COST: \$5/minute

**ATLUS SOFTWARE**  
1-900-CALL-ATLUS (1-900-225-5285)  
HOURS: (unknown)  
COST: \$5/minute or \$1/25minute for live assistance

**CAPOCOM**  
1-900-680-CLUE (1-900-680-2583) (U.S.)  
1-900-677-2272 (Canada)  
HOURS: Monday through Friday, 9:30 AM to 5 PM (Pacific Standard Time)  
COST: (U.S.) \$5/minute for 24-hour pre-recorded information, \$1/25minute for live help.  
(Canada) \$1/25minute

**CELEST ENTERTAINMENT**  
1-900-302-4668 (U.S.)  
1-900-477-4668 (Canada)  
HOURS: (unknown)  
COST: (U.S.) \$5/minute  
(Canada) \$1/25minute

**DREAMWORKS INTERACTIVE**  
1-900-454-GAME (1-900-454-4263)  
HOURS: 24 hours a day, 365 days a year  
COST: \$5/minute

**HDIO**  
1-800-776-4807 (U.S.)  
1-900-683-4807 (Canada)  
HOURS: 24 hours a day  
COST: \$5/minute

**ELECTRONIC ARTS**  
1-800-288-HUNT (1-800-288-4468)  
1-800-451-4873 (Canada)  
COST: (U.S.) \$5/minute  
COST: (Canada) \$1/25minute

**FOX INTERACTIVE**  
1-900-CALLFOX (1-900-225-5430)  
HOURS: (unknown)  
COST: \$5/minute

**GO INTERACTIVE**  
1-800-CALL-GO (1-900-225-5248)  
HOURS: (unknown)  
COST: \$5/min

**IMPOSSIBLES**  
1-800-654-HUNT (1-900-456-4468)  
HOURS: (unknown)  
COST: \$5/minute

**INTERACT GAMESHARK CODELINE**  
1-800-779-7427 (U.S.)  
1-800-477-4242 (Canada)  
HOURS: 24 hours a day, 7 days a week  
COST: (U.S.) \$1/25minute  
COST: (Canada) \$1/25minute

**INTERPLAY**  
1-900-476-PLAY (U.S.)  
1-900-451-6889 (Canada)  
HOURS: 24 hours a day, 7 days a week  
COST: (U.S.) \$5/minute  
COST: (Canada) \$1/25minute

**KONAMI**  
1-900-596-HUNT (1-900-596-4468)  
HOURS: Automated help 24 hours a day, 365 days a year, live assistance Monday through Friday, 9 AM to 5:30 PM (Pacific Standard Time)  
COST: \$5/minute for automated help, \$1/25minute for live assistance

**LUCAARTS**  
1-800-743-JEDI (1-800-743-5334) (U.S.)  
1-800-475-JEDI (1-800-475-5334) (Canada)  
HOURS: (unknown)  
COST: (U.S.) \$5/minute  
COST: (Canada) \$1/25minute

**MIDWAY**  
1-800-874-5082  
HOURS: Monday through Friday, 10 AM to 6:30 PM (Central Time), Automated help available 24 hours a day, 365 days a year  
COST: Standard long-distance rates to Texas apply

**NAMCO**  
1-900-733-2262  
HOURS: Monday through Friday, 9 AM to 5 PM (Pacific Standard Time)  
COST: \$5/minute for automated tips, \$1/25minute for live assistance

**NINTENDO**  
1-800-385-0947 (live assistance, U.S.)  
1-900-451-4440 (live assistance, Canada)  
1-855-888-7529 (Power Line—automated tip)  
HOURS: (live assistance) Monday through Saturday, 6 AM to 9 PM (Pacific Standard Time)  
Sunday 6 AM to 7 PM (Pacific Standard Time)  
HOURS: (Power Line) 24 hours a day  
COST: (U.S.) \$1/minute  
COST: (Canada) \$2/minute  
COST: (Power Line) Standard long-distance rates to Seattle, Washington apply

**PSYGNOSIS**  
1-900-576-HUNT (1-900-576-4468)  
HOURS: Monday through Friday, 9 AM to 5 PM for live assistance, automated tips available 24 hours a day, 365 days a year  
COST: \$5/minute for automated tips, \$1/25minute for live assistance

**SEGA**  
1-900-200-SEGA (U.S.)  
1-900-451-5252 (Canada)  
HOURS: (unknown)  
COST: (U.S.) \$5/minute for automated tips, \$1/25minute for live assistance  
COST: (Canada) \$1/25minute

**SERIKA**  
1-800-370-KLUE (1-800-370-5583) (U.S.)  
1-900-451-5555 (Canada)  
HOURS: 24 hours a day, 7 days a week  
COST: (U.S.) \$5/minute  
COST: (Canada) \$1/25minute

**SONY COMPUTER ENTERTAINMENT AMERICA**  
1-800-323-MONY (1-800-323-7663) (U.S.)  
1-900-451-5753 (Canada)  
HOURS: Monday through Friday, 8 AM to 6 PM (Pacific Standard Time) for live assistance, automated support available 24 hours a day, 365 days a year  
COST: (U.S.) \$5/minute for automated tips, \$1/25minute for live assistance, \$4.95 for mail-order tips  
COST: (Canada) \$1/25minute

**SQUARESOFT**  
1-900-477-KLUE (1-900-477-5583)  
HOURS: Monday through Friday, 8 AM to 5 PM (Pacific Standard Time) for live assistance, automated support available 24 hours a day, 365 days a year  
COST: (U.S.) \$5/minute for automated tips, \$1/25minute for live assistance  
COST: (Canada) \$1/25minute for automated tips only

**SUNSOFT**  
1-714-850-2700  
HOURS: Monday through Friday, 9 AM to 5 PM (Pacific Standard Time)  
COST: Standard long-distance rates to California apply

**TECMO**  
1-813-844-9006  
HOURS: Monday through Friday, 1 PM to 5 PM (Pacific Standard Time)  
COST: Standard long-distance rates to Southern California apply

**THQ**  
1-900-370-HUNT (1-900-370-4468)  
HOURS: Monday through Friday, 9 AM to 5 PM (Pacific Standard Time) for live assistance, automated support available 24 hours a day  
COST: \$5/minute for automated tips, \$1/25minute for live assistance

**UBI SOFT**  
1-900-420-4081 (1-900-420-4824) (U.S.)  
1-900-451-5555 (Canada)  
HOURS: (unknown)  
COST: (U.S.) \$5/minute  
COST: (Canada) \$1/25minute

**VIRION INTERACTIVE**  
1-800-256-4744 (U.S.)  
1-900-451-4422 (Canada)  
HOURS: 24 hours a day, 365 days a year  
COST: (U.S.) \$5/minute  
COST: (Canada) \$5 for the first minute, \$1.25 each additional minute



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GAME GEAR

Nintendo

GENESIS

Greetings, sports fans, and welcome to the Tips & Tricks sports section in this brand new monthly column. I'll be bringing you all of the latest news in your favorite sports with games, not reviews, but tips, strategy advice and roster changes that will keep you in the lead while keeping your games as trouble-free as possible. I'll also show you the newest sports-related game systems and comment on the latest happenings from right here down in Texas.

# TIPS & TRICKS SPORTS DESK

by  
Mike  
Daly

## General Truths of Football

I won't waste time with the obvious. Everyone knows you have to pass the ball to the open man, give the football to your best running back, and cover receivers on defense—but it's not all that simple. All of the football games featured in Tips & Tricks Sports Desk this month have general trends for success because (of course) they are highly sophisticated simulations of FOOTBALL! This means that if you know enough about the real-life sport, you can crush ordinarily powerful gamers who spend their Sunday afternoons playing Street Fighter. A bit of general advice:



- All of the games are programmed to respect basic offensive tactics, a 3-point fourth down, don't try the same play over and over, etc. One of these basic tenets is running on first down. This usually establishes your running game and is good for experimenting, since three downs will remain after the play. If running the ball fails, you still have two downs to pass your way out. If it is successful, you either have another set of downs or a short yardage situation which will give you much more flexibility in play-calling (the less yardage required, the more short, easier passing routes you can run).



- Each game has its share of spin moves, hurdles and dives, but the best way to pick up yardage on the run (and after catches, if possible) is to exercise a little patience and follow your blockers. Nothing is as effective, just ask Emmitt Smith! If you're running the football, try to follow your linemen and pass by the defenders as they are getting knocked on their butts (or held, if you're the Raider). Then, when you've identified your ally and know exactly where you're running, use the speed burst.



- Always try to pass to men who are ahead of the first down marker if you are throwing on third down, otherwise, you could get a big tongue-lashing from John Madden! Also, try to spot mismatches before you snap the ball. All of these games feature "zoom out" buttons that allow you to survey the entire field before the play begins. This is especially important on pass plays. If you can identify a man who will probably be uncovered as the play develops, you can zip it to him immediately after you snap the ball. The most commonly open men are your slot receiver or tight end (both cornerbacks are automatically assigned to your two primary wide receivers).



- The 3-4 defense was created in an era when there weren't too many good defensive linemen. As a result, coaches changed their defensive schemes to include their best players, which meant using three defensive linemen and four linebackers. When bigger D-linemen like William "Refrigerator" Perry started to emerge in the '80s, their presence became more necessary to stay competitive than the smaller linebackers. Hence, the return to the 4-3, which features four down linemen and three linebackers. In the NFL today, only three teams use the 3-4 defense, which means that unless you're playing as one of those three teams, you're not really getting your money's worth out of your defense. If you pick a team with a lot of great linebackers like the Ravens or Bills, the 3-4 can work for you, otherwise, stick with the 4-3...but only on first and second down. Unless you're looking at third and less than three, don't use anything other than the mack-dad third down. The mack features four down linemen, ONE linebacker and six defensive backs.

## NFL GameDay 2001



The procedure of bringing players from NCAA Gamebreaker 2001 into NFL GameDay 2001 is poorly explained in the GameDay manual. In the



memory card mode of Gamebreaker, you can save your seniors and then draft them while playing NFL GameDay 2001. While playing GameDay, do not try to load the seniors directly in memory card mode. Rather, initiate the General Manager mode, which is a simulation of a GM's career in which you get to make



"Save Seniors" is an option in the memory card mode in Gamebreaker.

roster choices, sign free agents, draft rookies make cuts and so forth. Make sure you agree to conduct the pre-season activities. As you advance through pre-season options, you will have the option to Import Gamebreaker seniors from a memory card, if you have already saved them. Once you do this, you can enter the draft and compete for the best rookies to fill your team's needs. This seems like a great prospect, one could conceivably project next year's NFL with this year's college seniors! The reality, though, is that none of the real players are featured in Gamebreaker. Though they may

resemble their real-life counterparts in some ways, the seniors in Gamebreaker have fictional names that nip off the last names of existing NFL players such as Imael, Kitno, Jett, Vanover, Kaufman and McCaffrey. I know football runs in the family, but that's a little ridiculous. It's too bad, because the thought of drafting and using Drew Brees or Michael Vick is appetizing. GameDay's GM mode must be taken seriously at every step. A lackadaisical effort of weak simulations without actual roster moves during the pre-season can earn you a pink slip within a matter of mere weeks. Graphics have improved, but as in past years, GameDay has a more arcade-like feel than its main competitor, which allows for unlikely kick returns and big plays that are a little too big.



You can only import Gamebreaker seniors during the pre-season in GM mode.

## NFL 2K1



Sega continues its line of Dreamcast sports games with Sega Sports NFL 2K1. In addition to featuring fully licensed NFL rosters and logos, this game looks



awesome. It really has the most realistic looking football animation available today, although the fluid and smooth player motion feels more like Steve Sabo's NFL Films highlights than the high-speed action we watch every Sunday. Like Madden, NFL 2K1 has playbooks customized to each NFL franchise. However, all of that programming has a cost, the intelligence and realism are not as strong.

For instance, sweeps are "money" plays on par with the Madden of the early nineties that saw Terrell Smith and Barry Foster rushing for 250 yard games and multiple 50-yard touchdowns. This game isn't quite as bad as those days in this respect, but nevertheless, in a 2K1 playoff game between the Bears and the championship Rams, Curtis Enis rushed for 140 yards with five touchdowns—a



The Sweep is pretty much a "money" play in NFL 2K1.

career day for a guy who, in reality, is averaging about two yards a carry! The secret to cyber Enis' success? Multiple sweep plays. The downhill blocking is so good in NFL 2K1 that you barely have to pass. NFL 2K1 also features a full franchise mode in which you can conduct a draft out of all actual NFL players and move through every week of the off-season before entering pre-season and then the regular season. If you're having trouble and getting beat down during network games by people on the other side of the globe, our own Jason Wilson suggests eating the clock more so your opponent has less possession time and won't run up the score by snapping the ball when the clock winds down to ten seconds or so, sometimes it even frustrates your opponent into blitzing, allowing you to make easy passes. NFL 2K1 is thorough, it looks good, but it's no Madden.



The Full Franchise Mode Fantasy Draft can be very fun!

## Madden NFL 2001



Still alive and kicking after all these years, Madden continues to dominate the pro football gaming landscape. Every yard is earned in Madden NFL 2001; no "gimmies" like long breaking runs and multiple receivers going deep.

To succeed in Madden, you really have to make smart play calls, know your team and make the proper reads as a quarterback. Jamming one in there will only get you an interception. In addition to the standard season and exhibition modes, this year's Madden has a two-minute drill option (for that quick game), a record book full of interesting NFL stats (for the true NFL historian) and a brand new "Madden Cards" mode. Based on ancient trading card principles, one acquires a collection of NFL trading cards through various means. By achieving certain goals (i.e. 100-yard rushing game, two 100-yard receptions in a game, five touchdowns passes, etc.) you earn tokens that can be used to purchase packs of virtual NFL trading cards, which are then collected in a 33-page card album on your memory.

card. (There are nine cards per page, you do the math.) You can also trade cards with other collectors as well as hunt for secret cards that give you access to an array of oddities and tricks. Individual player cards can boost the stats of some of your players. For example, if you have a Ryan Leaf card, his stats will be boosted if you activate the card before playing a game. Madden NFL 2001 features all of this and more—plus the standard commentary from the lovable ex-Raider Super Bowl coach himself and his longtime broadcasting partner, Pat Summerall, a one-time player who now—according to the L.A. Times—costs 1,000 49-ups a day. (If you've seen Pat, you realize this must be a misprint.)



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## Reggie &amp; Robert

As always, this year's Madden features a "create player" mode which the true enthusiast should take advantage of. This year, two once-impacting ex-Green Bay one-time retirees have returned to the NFL. Here are the players and their respective team and stats. Note: You can also get a Reggie White Madden Card which is a much easier way to activate him as an available player, but doing so gives you his stats from 1991-1992, which is considered to be the peak of his career. The following Reggie is more accurate:

## Reggie White

Team: Carolina Panthers  
Number: 92  
Position: DE  
Age: 30  
Years Pro: 15  
Height: 6'5"

Weight: 330 lbs.

Skin: Dark

Hair: Dark

Face Mask: Full

Arms: Wrist band

Agility: 44

Speed: 48

Aware: 99

Throw Power: 3

Throw Acc: 3

Strength: 94

Accl: 59

Catching: 9

Carrying: 7

Kick Power: 0

Kick Acc: 0

Bk Tk: 16

Tackling: 94

Import: 99

Pass Block: 0

Run Block: 9

Injury: 82

## Robert Brooks

Team: Denver Broncos  
Number: 85  
Position: WR  
Age: 30  
Years Pro: 8  
Height: 6'0"

Weight: 190 lbs.

Skin: Medium

Hair: Right

Face Mask: 1 Bar

Arms: Gloves

Agility: 85

Speed: 84

Aware: 85

Throw Power: 10

Throw Acc: 16

Strength: 54

Accl: 84

Catching: 85

Carrying: 80

Kick Power: 3

Kick Acc: 3

Bk Tk: 64

Tackling: 24

Import: 93

Pass Block: 13

Run Block: 28

Injury: 49

## Players to Release and Sign

If you're looking to roughly duplicate the NFL roster for this year, make and save the following roster changes:

Team	Player	Position	New Team
Broncos	John Avery	HB	
Buccaneers	Brad Culpepper	QB	Bears
	Yo Murphy	WR	
Cardinals	Mario Bates	HB	Lions
Chargers	Charlie Jones	WR	
Chiefs	Rashan Shehee	HB	
	Andre Rison	WR	Raiders
Dolphins	Jim Druckenmiller	QB	
Eagles	Doug Pederson	QB	Browns
Falcons	Tony Graziani	QB	
	C.J. Santiago	TE	Cowboys
	Ken Orendine	HB	
	Byron Hunsford	HB	
	Michael Booker	CB	Titans
Jaguars	Tamari Smith	HB	
Jets	Otis Smith	CB	Patriots
Panthers	Eric Meccaff	WR	
	Anthony Johnson	HB	
Patriots	Vincent Brasby	WR	Jets
Raiders	Kenny Shedd	WR	
Rams	Derek Loville	HB	
Seahawks	Glen Foley	QB	
Titans	Isaac Byrd	QB	Panthers

## Free Agent Signings

Team	Player	Position
Panthers	Eric Swann*	DT
Patriots	Bruce Armstrong	T
Ravens	Sam Gash	FB
Titans	Carl Pickens	WR
Ravens	Ben Coates	TE
Panthers	Eugene Robinson	FS
Broncos	Terrell Buckley	CB
Chargers	Nell Smith	DE
Seahawks	Sean Dawkins	WR
Redskins	Andre Reed	WR
Raiders	William Thomas	OLB
49ers	Kevin Williams	WR
Buccaneers	Andre Hastings	WR
Raiders	Rodney Peete	QB
49ers	Anthony Pleasant	DE
Patriots	Chris Calloway	WR
Redskins	Tyrone Drakeford	CB
Chargers	Richard Harvey	OLB
Colts	Billy Joe Robert	QB
Steelers	Courtney Hawkins	WR
Lions	Demond Howard	WR
Colts	Abdul Kareem al-Jabbar	HB
Packers	Denny Wuerffell	QB
Falcons	Ron Rivers	HB
Bills	Alex Van Pelt	QB

(\*—may require cutting some backups)

## Injury Report

Here's a list of players who have suffered major injuries that have taken them out of the real-life NFL season; you may want to make some depth chart changes to remove them as starters on their respective teams:

Team	Player	Position
Cardinals	Andre Wadsworth	DT
	Nob Moore	WR
Chargers	Raylen Johnson	DT
Cowboys	Troy Aikman	QB
	Joey Galloway	WR
Jaguars	Fred Taylor	HB
	Leon Seary	T
Lions	Mike Tomczak	QB
Redskins	Michael Westbrook	WR

## The World According to Madden

How accurate is the programming of Madden NFL 2001? We simulated a couple of regular season games to see if the simulation can stand up to the real thing: only time will tell.

November 3  
Andre Rison Revenge Bowl  
Chiefs @ Raiders  
Raiders 14, Chiefs 28

November 20  
Monday Night Football  
Raiders @ Rams  
Rams 12, Raiders 7

Thanksgiving Day  
Madden Turkey Challenge  
Vikings @ Cowboys  
Cowboys 20, Vikings 13  
Patriots @ Lions  
Lions 6, Patriots 14



Test Dennis Miller Monday Night Football joke as it is: "The Rams' offense is so good that they pick up yards when they take a knee."



TIPS & TRICKS

## Tournament Report

by  
Jason  
Wilson

Sponsored by



This monthly column features on-the-spot coverage of arcade and home video-game tournaments happening across the nation! On these pages you can see photos of the country's greatest players, check our calendar for dates, locations and tournament events in your area and even get tips on how to run your own video game tournament. Support your local arcade and get your tournament in *Tips & Tricks* Magazine! To contact us about a tournament in your area that you'd like us to cover, send us a fax at (323) 651-3042, or write to us at least two months in advance at *Tips & Tricks* Tournament Report, c/o Jason Wilson, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211.

### CLASSIC GAMING EXPO TOURNAMENT!



Collaborating with show promoters for the second year, Twin Galaxies offered a vintage video-game tournament on 11 different games during this year's Classic Gaming Expo, July 29 and 30 in Las Vegas, Nevada. 11 winners took home cash prizes and will have their scores logged in the official *Twin Galaxies Book of Records Second Edition*. The main attraction, with cash prizes of \$100 to \$300, was the ten-game Atari/Coleco Decathlon orchestrated by Ron Corcoran, the *Twin Galaxies* Worldwide Editor for Atari 2600 games at [www.sniperarcade.com](http://www.sniperarcade.com). Atari 2600 games included *Yars' Revenge*, *River Raid*, *Kaboom!*, *Berzerk* and *Asteroids*. ColecoVision titles included *Zaxxon*, *Mr. Do!*, *Donkey Kong*, *Lady Bug* and *Mousetrap*. Cash winners were Patrick Wynick in first place, David Nelson from New Hampshire in second and Thomas Taylor in third. Corcoran himself placed first for high score. In addition, players competed

for \$50 cash prizes for the high score on arcade titles donated by Blast from the Past in Simi Valley, California. However, no one claimed the \$5,000 prize that *Pac-Man/Donkey Kong* world record holder Billy Mitchell offered to anyone who could best the *Joust* world record. Our very own Ara Shirinian was the only newly-crowned world record holder of the show, finishing with an astounding 1,570,336 in *Toobin'* (only 7,000 points ahead of the second-place finisher!) The \$50 cash winners included:

Arabian—85,100—Dave Taylor  
Gyruss—256,200—James Redding  
Joust—354,000—John Rhodes  
Juno First—1,248,080—Dwayne Richards  
Mad Planets—236,851—Jason Wilson  
Reactor—176,929—Brian Roney  
Tempest—209,672—Lee Hedrich  
Toobin'—1,570,336—Ara Shirinian  
Vanguard—144,500—Lee Hedrich  
Zaxxon—131,700—Lee Hedrich  
Zoo Keeper—934,570—Steve Thomack

### TONY HAWK'S PRO SKATER 2 TOURNAMENT



After competing for over two hours, 17-year-old Sean Fontenot of Los Alamitos, California scored 3,463,009 points and walked away with the grand prize and Tony Hawk's Pro Skater 2 crown. The top 12 Tony Hawk players from

around the world converged at Ruby Skye in San Francisco on the eve of the X-Games—August 17, 2000—to compete for the \$10,000 Tony Hawk's Pro Skater 2 Big Score Competition grand prize. The final rankings were as follows:

1. Sean Fontenot—Los Alamitos, CA
2. Benjamin Addair III—Surfside Beach, SC
3. Chris Cramer—Franklin, OH
4. Florian Preis—Nienburg, Germany
5. James Smith—Redcar, United Kingdom
6. Drew Cauthen—Crantham, MS
7. Thomas Rucker—Brentwood, NY
8. Hector Rodriguez—Rowland Heights, CA
9. Noe Valladolid—Long Beach, CA
10. Matthew Hand—Canberra, Australia
11. Bojan Jovanovic—Sycamore, IL
12. Oliver Meynard—Mornant, France

All 12 contestants received a trip to the summer X-Games where they competed for the grand prize and got to meet the man himself, Tony Hawk.



## MARVEL VS. CAPCOM 2 CHAMPION CROWNED

**S**aturday August 26, 2000 was the day—and Southern Hills Golfland in Stanton, California was the site—for a rematch of the final of the Marvel vs. Capcom 2 B4 National Street Fighter Championships!



25 players fought their way through the tournament, with the finals once again pitting Alex Valle against Duc Do, the undisputed U.S.

Marvel vs. Capcom 2



champion. Duc prevailed with his team of Spiral, Cyclops and Cable over Valle's Captain Commando, Dr. Doom and Strider. Tone Nguyen came close to



finishing off both Valle and Do, taking them both to a deciding fifth game each match, but eventually had to settle for third place. Thanks to John Bailon of Southern Hills Golfland for holding another spectacular tournament!

## NO HOLDZ BARRED V



**T**he No Holdz Barred V competition, held July 30 in Philadelphia, Pennsylvania, featured Street Fighter III: 3rd Strike and Tony Hawk's Pro Skater, both for the Sega Dream-

cast platform. Prizes were awarded to the top two players in each game by the fine folks at Got 7 Game. No player went empty-handed, as the participants were rewarded with free anime videos, various video game strategy guides and t-shirts! Here are the results:

## Street Fighter III: 3rd Strike

1st Place: Julian Robinson (Alex, Urien, Q and Oro)—Philadelphia, PA  
2nd Place: David Spence (Necro, Twelve)—Philadelphia, PA  
3rd Place: Thanh Von (Ryu)—Philadelphia, PA  
4th Place: Christopher James (Ryu)—Delaware City, DE

## Tony Hawk's Pro Skater

1st Place: "Joltin'" Jeff Kocher—136,279 points  
2nd Place: David Gerall—134,265 points



## TOURNAMENT CALENDAR

## October 28-29, 2000

National Marvel vs. Capcom 2 Championship  
Contact: Super Just Games  
357 Waukegan Road  
Northbrook, IL  
(847) 559-8227

Tin & Tico Magazine and Capcom's Super Just Games are proud to present the first National Marvel vs. Capcom 2 Tournament, to be held October 28-29 in Northbrook, Illinois. Super Just Games has been the premier tournament site for many national gatherings since 1993, with hundreds of players traveling across the country each year to compete for a chance to win cash and prizes and find out if they can hang with the country's top players! Preliminary matches will be held on October 28 to determine the top 16 players who will play for the night to be crowned the National Marvel vs. Capcom 2 Champion! There will be a \$20 entrance fee, with those who choose to re-enter being charged an additional \$10. Re-entry matches will determine the final qualifiers for Sunday's finals. Winners will receive cash prizes, subscriptions to Tin & Tico Magazine and/or a Sega Dreamcast system and games! The tournament will begin at 12 PM on Saturday, October 28, with the finals taking place at 12 PM on Sunday, October 29.

## November 17-19, 2000

## Florida's Pro Night II

Contact: Billy Pitt  
Orlando, FL  
CHADOKADA@aol.com

Florida's finest players battle it out in a rematch of the original Pro Night, held in Miami back in 1994! Six years have passed since the all-night battles of Mortal Kombat II and Street Fighter II: Hyper Fighting. Now, the long-awaited rematch of pros will occur November 17-19 at Billy Pitt's House of Pro in Orlando. Pro Night II will feature the top fighting games ever released in the ultimate tournament atmosphere! Each participant will play every competitor three times in each game to ensure that the best player overall wins! There will be a \$10 entry fee to enter the entire weekend: the top three players will receive cash, prizes and one year subscriptions to Tin & Tico Magazine! The scheduled tournament games and platforms will be as follows.

## ARCADE TITLES

- Killer Instinct (Sat.)
- Mortal Kombat II (Sat.)
- Ultimate Mortal Kombat 3 (Sat.)
- Street Fighter Alpha 2 (Sat./Sun.)
- Street Fighter Alpha 3 (Sat./Sun.)
- Super Street Fighter II Turbo (Sat./Sun.)
- Street Fighter II: Hyper Fighting (Sat./Sun.)

## CONSOLE TITLES

- Marvel vs. Capcom 2 (Dreamcast, Sat./Sun.)
- Street Fighter III: 3rd Strike (Dreamcast, Sat./Sun.)
- TENTATIVE TITLES
- Tekken Tag Tournament (PlayStation 2, Sat./Sun.)
- Capcom vs. SNK (Dreamcast, Sun.)

## RECURRING TOURNAMENTS

## Florida State Street Fighter Championships

Contact: Nelson Santamaria  
Miami Lakes, FL  
(305) 620-1418  
NASRUD@aol.com

Upcoming Date: November 26, 2000

Street Fighter fans from all over Georgia and Florida are invited to the monthly Florida State Street Fighter Championships which started April 13 and continue monthly at various local arcades on the third Sunday of each month. Each tournament will consist of a single elimination, two-out-of-three match, three-out-of-five round Street Fighter Alpha 3 tournament. A Florida rankings system will be in effect, with top players walking away with cash prizes!

## Marvel vs. Capcom 2 Tournaments

Contact: Southern Hills Golfland  
Stanton, CA  
(714) 895-4550

Southern Hills Golfland, the site of various national video game tournaments, currently holds weekly tournaments on Marvel vs. Capcom 2, with cash and tokens awarded to the top three contenders.



## MAY THE CUBE BE WITH YOU...

### NINTENDO GAMECUBE



The first official NINTENDO GAMECUBE image!

Nintendo finally revealed its new game console at the annual Spaceworld show in Japan this past August. The new system is called NINTENDO GAMECUBE; it's scheduled to come out in Japan in July 2001 and October 2001 for the U.S. (exactly one year after the release of PlayStation 2). The GAMECUBE, as its name suggests, is shaped like a box and supports the mini-DVD format, making it Nintendo's first disc-based system since the Famicom Disc System add-on (which never came out in the U.S.). The mini-DVD will be an exclusive format for the GAMECUBE and will not be used for any other entertainment component on the market. A 128-bit system, the GAMECUBE will compete against consoles like Sega's Dreamcast and Sony's PlayStation 2. The dimensions of the GAMECUBE are as follows: 5.9" (W) X 6.34" (H) X 4.3" (D). This means that the surface of the GAMECUBE is about an inch narrower than the surface of the Dreamcast and the height is about an inch taller than two Playstations stacked on top of each other. It's definitely a cute little bugger! Like the N64, the GAMECUBE has four controller ports. The new controller's double handles vaguely resemble the shape of the PlayStation Dual Shock controller and features a large A button along with the usual analog joystick and directional pad. The yellow C buttons found on the N64 controller have been replaced by a multi-directional "C knob". The Z trigger has been moved



The GAMECUBE looks as though it will be available in several different colors!



over to the right shoulder just in front of the B button. At first glance the controller looks extremely complicated, but Nintendo claims that this is the result of careful and detailed research for maximum gaming enjoyment. The GAMECUBE will have modem and broadband network capabilities, but how they will be used is still vague at this point. The N-CUBE, as some "hip" people have begun to call it, also has a gray handle on the back so it can be carried around like a handbag. There are two slots on the GAMECUBE for memory cards called Digicards which will enable players to save their games. The new Game Boy Advance will also be able to link up to the GAMECUBE through the controller port; you can even use the new handheld system as a controller with its own built-in monitor for entering secret button combinations or choosing plays in a sports game.



The 8cm mini-DVD disc holds 1.5GB of memory.

Nintendo stresses that the GAMECUBE is strictly a gaming machine and will not have distractions like a DVD player or Internet browsing tools, deliberately suggesting that Sony and Sega are on the wrong track. The big question obviously is the price when the system is released. Rumor has it that Nintendo will aim for a sub-\$200 price range in the U.S., but again, these are only rumors. So far there has been no official announcement regarding software titles, but several graphic demos were shown to tease those attending Spaceworld 2000. To demonstrate the immense power of the GAMECUBE, Nintendo showed real-time footage of Link battling with Ganon, Luigi in a haunted mansion, Metroid running from little critters and Meowth rocking on the guitar. Shigeru Miyamoto, the creator of Nintendo's most prolific titles like Super Mario and the Zelda series, did a personal demonstration where hundreds of little animated Maros ran about fussing and screaming. In the demo, a faint logo reading "Super Mario 128" could be seen, suggesting that a new Mario is on the way. A new Wave Race title also seems to be a strong possibility as in-game footage was shown on the show floor following the hardware announcement. So there you have it, folks! With Nintendo's new console revealed along with Sony and Sega, we are officially in the next millennium of gaming. As Thomas Dolby says, "May the Cube be with you!"

by Anatole Brown

# JAPAN REPORT!



The GAMECUBE Digicard looks a lot like a PlayStation Memory Card.



The Wavebird is a wireless controller unit and it's from Nintendo!

Local game scene attracts guests.



Mario's old rival, Luigi.



American developer Tetra Studios is rumored to be developing a new chapter in the Metroid saga.



Nintendo's next big title, the Pokémon franchise.



Could there be a new Zelda game on the way?





## ADVANCE NOTICE

The Game Boy Advance was also revealed at Spaceworld 2000 along with several titles (see Japan Report, October). Release dates for the Game Boy Advance have been set: March 2001 in Japan and July 2001 in the U.S. When the system is released in Japan it will cost 9,800 yen (just under \$100). The Game Boy Advance has a slightly larger screen than the Game Boy Color at 1.5 inches X 2.4 inches. It has a resolution of 240 X 160 dots and can display up to 32,000 colors.

## GAME BOY ADVANCE™

The new Game Boy Advance cartridges will hold 256 Mbits of memory. It will also be able to play regular Game Boy and Game Boy Color cartridges as well. Two AA Alkaline batteries will last approximately 15 hours—just enough for an overseas flight! You can also connect up to four Game Boy Advances for multiplayer capabilities. The Game Boy Advance has the standard START, SELECT, A and B buttons found on the Game Boy, but new L and R buttons have also been added to enhance gameplay. We can already smell what the Big-N is cookin', and we want it now! Blue and Orange seem to be the choice at this point.



They will connect to the GAMEBOY through the controller ports.



## GET ON THE DINO BUS

In order to promote the recent release of Capcom's *Dino Crisis 2* in Japan, several public transportation buses in Tokyo are donning a giant TriX design. *Dino Crisis 2* has a little more of an arcade feel compared to the first *Dino Crisis*, which was more of a *Resident Evil*-style game. With some massive promotional support for the game, Capcom hopes that it will appeal to a wider audience.



## Natural Controllers

Sega just released new assortment of colors for its Dreamcast controllers and accompanying VMU's in Japan. They are exclusive only to Sega's online stores so you won't find them in regular retail outlets. The new colors are



sort of an ode to nature: Wood, Leopard Skin and Marble.

## Wonderful Colors

Not to be intimidated by Nintendo's recent Game Boy Advance announcement, Bandai is planning to release a color version of its handheld game system, the WonderSwan, in December in Japan. The WonderSwan Color can display up to 241 colors at once and will be a little bigger than the current monochrome WonderSwan. It will also support a USB cable connection, allowing it to connect to most PCs and even the PlayStation 2. Several colors will be available at its launch: Crystal Blue, Crystal Black, Crystal Orange, Pearl Blue and Pearl Pink. An astonishing 32 game titles are currently planned for its release, including *Final Fantasy*, *Gunpey EX* and *Digimon Adventure*, to name a few. A color version of the WonderSwan bodes well for a possible U.S. release, but the recent failure of SNK's NeoGeo Pocket over here could also be discouraging. We can only wait and see.



## IT'S FOR KIDS!

Bandai released a special PlayStation controller for little kids called KidStation. The controller is meant to be placed on the floor and it has four giant buttons:  $\Delta$ ,  $\square$ ,  $\times$  and  $\circ$ . There is no directional pad at all! Bandai and Banpresto will release several learning games for children on the PlayStation over the next several months that will teach children basic math, verbal and everyday skills. We just want the giant controller...but we can't think of any game besides the learning titles that uses only those four buttons. Can you?





by Pat Reynolds

# Hard Core

Hard Core is a special section of *Tips & Tricks* where we showcase some of the best custom Core designs created by you, our readers, in Agatec's Armored Core series of games for the PlayStation. If you're an Armored Core fanatic and you have a favorite Core you'd like to share with the world, send the specs, color scheme and a brief description to us at:

*Tips & Tricks* Armored Core Designs  
8484 Wilshire Blvd.  
Suite 900  
Beverly Hills, CA 90211

I'll personally take your Core for a test run and if it looks like a winner, we'll show it off here in the pages of *Tips & Tricks*. As always, overweight or otherwise illegal Core designs get tossed in the trash. Let's get on to this month's batch of new Cores!

## Featured Core Design:

### Epyon

Designed by Christopher Pantano of Rockland, Maine



#### Parts

Head: HD-12-RADAR  
Core: XXXA-50  
Arms: AN-25  
Legs: LN-501  
Generator: GBG-XR  
FCS: RATOR  
Boosters: B-PT000

Back Weapon L: None  
Back Weapon R: None  
Arm Weapon L: LS-99-MOONLIGHT Laser Blade  
Arm Weapon R: WG-AR1000  
Option Parts: SP-SAP, SP-CND-K, SP-S/SCR, SP-E/SC, SP-EH, SP-E+, SP-Detq, SP-ABS/Rx

#### Color Scheme: General

Base: Red: 30, Green: 00, Blue: 00  
Optional: Red: 38, Green: 00, Blue: 00  
Detail: Red: 28, Green: 28, Blue: 28  
Joint: Red: 00, Green: 00, Blue: 01

#### Performance

Armor Points: 7654  
Weight: 5115  
Price: 1,165,900

#### Grade: GREAT



Christopher offers up the second Core design based on a mobile suit from the popular Gundam Wing series. I happen to have a model of the Epyon Gundam standing atop the video monitor in my office, and it was fun to compare it with Christopher's Armored Core version on the screen. He's done a passable job with the coloring, even getting some of the little details like the trim around the base of the feet and on the chest as closely as possible. My Epyon model brandishes a wicked beam saber, and what other weapon in the AC world comes closer to those mighty blades than the Moonlight? But I digress. As a Core, Epyon is all about speed. Lightly armored but blazingly fast, the battle plan here is to boost around and above your opponent while pouring machine gun fire into his Core. The 1,000 round clip gives you plenty of ammo to fire and forget...and if there's anything left standing when it runs out, it's not too much of a problem with this speed devil to get in close and hack away with the Moonlight. Against slow, powerful Cores, Epyon has a distinct advantage as long as you make good use of the circle strafe technique and keep moving. This Core rules in arenas where there is a lot of cover; getting away from missiles is usually no problem unless you're caught in the open with no cover around. Another fast Core armed with a laser rifle is Epyon's most evenly-matched opponent.

## Crusher

Designed by Joshua McDowell of Newark, Delaware



#### Parts

Head: HD-6-RADAR  
Core: XXXA-50  
Arms: AN-25  
Legs: LBKS-2B45A  
Generator: GBG-10000  
Generator: GBG-XR  
FCS: FBMB-1BX  
Boosters: B-VR-33

Back Weapon L: M118-TD Magazine  
Back Weapon R: WC-01QL Laser Cannon  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WG-MG500E  
Option Parts: All except SP-ABS, SP-SAP, SP-M/AUTO, and SP-MAW

#### Color Scheme: General

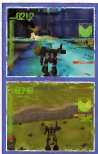
Red: 16, Green: 16, Blue: 00

#### Grade: FINE

#### Performance

Armor Points: 8348  
Weight: 6415  
Price: 1,186,200

For a reverse-joint leg type Core, Crusher can move at a decent clip and put up a good fight against almost any enemy. The energy machine gun is always a versatile weapon, with a good rate of fire and speed to target. The Moonlight Laser Blade is, as ever, the best choice of left-hand weapon in the game. And as always, the WC-01QL Laser Cannon is an extremely popular back weapon, for its heavy damage and ability to immobilize opponents as you continue to pummel their stunned Cores. Joshua has opted for the magazine part to round out his selection, which boosts the ammo of the machine gun from 500 to 600, and the Laser Cannon from 80 to 96. This is a wise move, since machine guns tend to burn through ammunition at a rapid rate. In my test battles with Crusher, it held up admirably against a wide variety of Cores.



# VAMPIRE HUNTER



## SWEEPSTAKES

What better way to celebrate the release of Jaleco's new PlayStation action/adventure game *Vampire Hunter D* than with a sweepstakes? (Get it? Vampires? Stakes?) Oh, never mind; let's just take a look at those prizes!

### PRIZES

**(1) Grand Prize Winner** will receive a library of Jaleco games for the PlayStation®, including *Vampire Hunter D*, *K-1 Grand Prix* and *Vanark*, a *Vampire Hunter D* poster, a DVD of the *Vampire Hunter D* anime and a one-year subscription to *Tips & Tricks* magazine

**(5) First Prize Winners** will receive a library of Jaleco games for the PlayStation, including *Vampire Hunter D*, *K-1 Grand Prix* and *Vanark*

**(10) Second Prize Winners** will receive a copy of *Vampire Hunter D* for the PlayStation

### To Enter:

Send a postcard (no envelopes please) with your name, address, city, state, zip code telephone number and email address (if applicable) to:

**Tips & Tricks Vampire Hunter D SweepSTAKes**  
8484 Wilshire Blvd.  
Suite 900  
Beverly Hills, CA 90211



For a Free Vampire Hunter D SweepSTAKes OFFICIAL SWEEPSTAKES RULES

#### 1. NO PURCHASE NECESSARY

2. ELIGIBILITY: Open only to legal residents of the U.S. except residents of the states/territories listed below after 12 years of age, except employees or agents of Sponsor, its parent company, subsidiaries, divisions, affiliates, advertising agencies and members of the immediate families of each. Sweepstakes is valid only in the U.S. and valid in Florida, New York, Massachusetts, Pennsylvania and wherever else prohibited by law.

3. TO ENTER: Send a postcard (no envelopes please) with your name, address, city, state, zip code, telephone number and e-mail address (if applicable) and mail to: Free & Fun Vampire Hunter D SweepSTAKes: 8484 Wilshire Blvd., Suite 900, Beverly Hills, 90211. Each entry must be mailed separately and be postmarked no later than 11:59PM (local time) on entry day. No copies of entry forms or any other materials, facsimiles, or electronic reproductions will be accepted. Sponsor assumes no responsibility for lost, late, misdirected, mislabeled, illegible or postage due entries. All entries received become the exclusive property of the Sponsor and will not be returned by the Sponsor.

4. PRIZES/ODDS: (1) Grand Prize Winner will receive a copy of Vampire Hunter D for the PlayStation® game console, a Vampire Hunter D poster (photographed by the game's developer), a DVD of the Vampire Hunter D anime and a one-year subscription to Tips & Tricks magazine. Estimated retail value \$450. (2) First Prize winners will receive a library of Jaleco games for the PlayStation, including Vampire Hunter D, K-1 Grand Prix and Vanark (estimated retail value \$150). (3) Second Prize winners will receive a copy of Vampire Hunter D for the PlayStation (estimated retail value \$50). Odds of winning depend upon the number of valid entries received. Winners will be selected on a random drawing on or about 11/15/99 from among all valid entries received. All prizes will be awarded and winners will be notified by either e-mail, telephone or U.S. mail. Allow 6-8 weeks for delivery of prize.

5. PRIZE INSTRUCTIONS: Limit one (1) prize per individual or household. Prizes are non-transferable, no substitutions are allowed except by Sponsor due to unavailability, in which case prize substitutions will be of equal or greater value. If the Grand Prize is won by a minor, it will be awarded to the name of the parent/legal guardian. Prize winners for peripheral prizes of minor value may be required to sign an affidavit of eligibility. Winner's names (1) copy of notification (except failure to return the effort) to the time entry will result in disqualification of the entry and no alternate winner will be selected. Neither the Sponsor nor its affiliates, subsidiaries, divisions or related companies are responsible for any damages, losses or expenses that winners might incur as a result of this sweepstakes or receipt of prize. Entrants agree to be bound by these rules and consent to Sponsor's use of their names, names and/or photographs for Sponsor's advertising or publicity purposes and for all further promotional use, except where prohibited by law, without further payment. To employees, all permission or the receipt to or use of any prize.

6. PROMOTER: Jaleco USA Inc., Whittier, CA 90606

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©1999 Victor Interactive Software Inc. All rights reserved. See Packaged by Jaleco USA, Inc.  
©1999 Urban Vision Entertainment, Inc.

**JALECO**



[www.jaleco.com](http://www.jaleco.com)

**TIPS & TRICKS**



## Shape Shifter

Designed by Christopher Windle of Machesney Park, Illinois



### Parts

Head: HD-HELM

Core: XXXA-SO

Arms: AH-K1

Legs: LN-2K2-SP

Generator: GBG-XR

FCS: FBM8-18X

Boosters: B-VR-33

Back Weapon L: M118-TD

Grade: **GREAT**

Back Weapon R: None

Arm Weapon L: LS-99-MOONLIGHT Laser Blade

Arm Weapon R: WG-1-KARASAW

Option Parts: SP-SAP, SP-OND-K, SP-S/SCR, SP-E/SC, SP-EH, SP-Er, SP-Detg, SP-ABS/E

### Color Scheme: General

Base: Red: 00, Green: 00, Blue: 00

Optional: Red: 39, Green: 39, Blue: 41

Detail: Red: 00, Green: 64, Blue: 64

Joint: Red: 08, Green: 08, Blue: 08

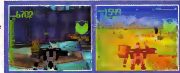
### Performance

Armor Points: 6936

Weight: 6230

Price: 1,296,700

Here's another speedy Core, accompanied by the two most powerful all-around weapons in the game, the Karasawa Laser Rifle and the Moonlight Laser Blade. Christopher has thrown in a magazine to boost the Karasawa's somewhat limited ammo amount from 50 to 60. Seriously, though, if it takes more than 50 shots from the 'Sawa to finish an opponent, you need to practice your aiming techniques...a lot. The only flaw in this Core is its low, low Armor Points. If you don't finish the opponent fast, you won't last very long, but then again, the Karasawa is perhaps the best weapon in the game for shaving another Core's Armor from full to nothing in a matter of seconds. Against a slow-moving Core, Shape Shifter is practically unbeatable. Another speedy Core like Epyon, though, could give Shape Shifter a real fight.



## Armored Core 2 Designs

To celebrate the arrival of Armored Core 2 for the PlayStation 2, I've put together a couple of Cores with the new game to give you a taste of what's in store. I've got one "old school" Core and one that takes advantage of some of the cooler new stuff in the game. Enjoy!

### Zipper MkIV

Designed by Pat Reynolds



Radiator: RBG-CLXS00

Inside: INW-DEC-MQ2

Extension: ZEX-AL/REX

Back Weapon L: None

Back Weapon R: None

Arm Weapon L: KARASAWA-MK2

Arm Weapon R: LS-MOONLIGHT

Option Parts: SP-S/SCR, SP-E/NE-SCR, SP-BCNDR,

SP-BE++ , SP-BFS/LOSP, SP-ENE-ACC, SP-E/SAVER

### Parts

Head: EHD-WACS

Core: ZCL-XA/2

Arms: ZAN-303/S

Legs: ELN-STVM

Booster: ZBT-ZI/ARTERE

FCS: DOX-ELENA

Generator: HOY-B1000

### Color Scheme: Head

Base: Red: 200, Green: 0, Blue: 21

Aid: Red: 200, Green: 200, Blue: 200

Optional: Red: 200, Green: 200, Blue: 0

Detail: Red: 0, Green: 200, Blue: 0

Joint: Red: 0, Green: 0, Blue: 0

### Color Scheme: Core

Base: Red: 126, Green: 19, Blue: 0

Aid: Red: 200, Green: 200, Blue: 34

Optional: Red: 200, Green: 200, Blue: 200

Detail: Red: 0, Green: 200, Blue: 0

Joint: Red: 62, Green: 39, Blue: 59

### Color Scheme: Arms

Base: Red: 141, Green: 41, Blue: 0

Aid: Red: 200, Green: 200, Blue: 200

Optional: Red: 0, Green: 200, Blue: 0

Detail: Red: 200, Green: 39, Blue: 0

Joint: Red: 34, Green: 39, Blue: 0

### Color Scheme: Legs

Base: Red: 117, Green: 20, Blue: 0

Aid: Red: 200, Green: 200, Blue: 200

Optional: Red: 200, Green: 200, Blue: 0

Detail: Red: 0, Green: 200, Blue: 0

Joint: Red: 41, Green: 37, Blue: 36

### Performance

Armor Points: 8276

Weight: 8827

Price: 731,400

Grade: **EXCELLENT**



Because Armored Core 2 contains virtual carbon copies of some of my favorite parts from the original series, like the HD-66-RADAR head, Karasawa Laser Rifle and Moonlight Laser Blade, I thought it'd be fun to "port" over my old standby Core, Zipper, using the closest equivalent AC 2 parts. This was relatively easy, since the EHD-WACS head unit looks exactly like the old RADAR head, and the Karasawa and Moonlight are in the game! Zipper had to be slowed down some due to the stricter weight restrictions in the new game, its sporting heavier legs to compensate for the bulky Karasawa and the best internal gear money could buy. I noticed that the Karasawa seems to have been slowed down an awful lot, to the point where the slow-moving drones in the AC test arena were outturning its blades. It didn't prove to be a problem in the missions, but I miss the old rapid-fire model. I also played around with the custom coloring utility, which allows you to color five areas of each major body part on your Core. This makes for some radical designs, as evident in Zipper's sporty new red, yellow, white and green look.

### Bean

Designed by Pat Reynolds



Radiator: RPS-MERVA3

Inside: INW-ID-X22

Extension: BEX-8D150

Back Weapon L: EWX-GCN77-4 Double Chain Gun

Back Weapon R: EWX-GCN77-4

Arm Weapon R: EWX-82-B1100 Bazooka

Arm Weapon L: ZES-99MIRROR

Option Parts: SP-S/SCR, SP-E/NE-SCR, SP-BE++ , SP-ENE-ACC

### Parts

Head: EHD-GARD

Core: ZCH-GRI

Arms: ZAN-707/E

Legs: ELC-DIS

Booster: N/A

FCS: LODD-BLAZER

Generator: HOY-B1000

### Color Scheme: Head

Base: Red: 200, Green: 0, Blue: 21

Aid: Red: 200, Green: 200, Blue: 200

Optional: Red: 200, Green: 200, Blue: 0

Detail: Red: 0, Green: 200, Blue: 0

Joint: Red: 0, Green: 0, Blue: 0

### Color Scheme: Core

Base: Red: 50, Green: 0, Blue: 100

Aid: Red: 100, Green: 100, Blue: 200

Optional: Red: 200, Green: 0, Blue: 200

Detail: Red: 200, Green: 0, Blue: 0

Joint: Red: 0, Green: 1, Blue: 200

### Color Scheme: Arms

Base: Red: 50, Green: 0, Blue: 100

Aid: Red: 200, Green: 70, Blue: 200

Optional: Red: 200, Green: 200, Blue: 200

Detail: Red: 200, Green: 0, Blue: 0

Joint: Red: 41, Green: 41, Blue: 41

### Color Scheme: Legs

Base: Red: 50, Green: 20, Blue: 100

Aid: Red: 200, Green: 75, Blue: 200

Optional: Red: 200, Green: 200, Blue: 0

Detail: Red: 200, Green: 0, Blue: 0

Joint: Red: 64, Green: 64, Blue: 64

### Performance

Armor Points: 9524

Weight: 11102

Price: 573,200

Grade: **EXCELLENT**



Bean is a power Core, a style that is made even more fun by the wide variety of powerful dual back-mounted weapons in AC 2. There are dual plasma cannons, chain guns, several different types of missile launchers and even an orbital weapons platform! I've chosen a powerful Bazooka for Bean's arm weapon and back-mounted dual Chain Guns. Rather than equipping a Laser Blade, I opted for one of the new Energy Shields, because Bean is just too big and slow to be efficient with a melee weapon. The shield allows Bean to deflect some of the damage done to it, making this high-AC Core even more formidable—especially since both of its weapons are solid ammo types, so the shield is the only draw on energy reserves when on the ground. Playing from the ground is the way to go with Bean, since flying is a huge stress on energy levels. The strategy with a Core like this is to get the enemy in your sights and keep him there as you alternate bursts of Chain Gun fire with devastating Bazooka rounds. Turn on the E-Shield whenever the opponent sands fire your way.



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**March - (X993) Syphon Filter (Part 1):** CarnEvil, Irritating Stick, Snowboard Kids 2, Castlevania (Part 1), Tetris

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## 2000

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# Pokémon Report



## POKÉMON AT SPACE WORLD

### Serebii Giveaway



The world's rarest Pokémon, Serebii (sometimes spelled Seleybi), made its first authentic appearance at Nintendo's annual Space World expo, which was held in Japan from August 25 to 27. This was the real thing: the first public trading of Pokédex entry number 251 without the use of the Game Shark, or other unnatural tampering. Kids who mailed in postcards requesting Serebii prior to the show were given Serebii present tickets, redeemable at Serebii present machines scattered throughout the show floor. Using these machines, Pokéfans were able to plug in their Pokémon Gold or Silver cartridges and download Serebii directly. An interesting side note to the story is that each Serebii came pre-named, with one of two appellations: "Space" or "World." When Mew was given away, only one name was given: "Makuhari," in honor of the convention hall hosting the event.



### Meowth Party



The main event at Space World was the unveiling of Nintendo's next-generation game consoles, the Game Cube and the Game Boy Advance. Oh, Nintendo 64, we hardly knew ye. Being the big beasts they are, the folks at Nintendo cobbled together a mouth-watering display of images starring stupendously popular franchise characters including Mario, Luigi, Link, Samus and Meowth...then proceeded to add disclaimers stating that all graphics are meant merely to demonstrate what the Game Cube might be capable of, if they ever made games featuring these characters, and that the images themselves weren't from actual games, and if any of the pictures were from games they weren't talking, no sirree bob. After listening to too much of this double talk, you will begin to doubt your very existence, so just accept the picturesque "Meowth Party" images for the eye candy they are and ponder the mysteries of how Meowth plays the guitar without an opposable thumb.



### Pokémon Crystal



The most surprising Pokémon announcement at Space World was Pokémon Crystal, a new Pokémon game that will be used in conjunction with Nintendo's Mobile Adapter GB. The general consensus seems to be that Pokémon Crystal is the true name of the previously-rumored Pokémon X project and will use Nintendo's Mobile Adapter to connect Game Boys to cellular phones. It will most likely serve as a companion piece, rather than a true sequel, to Pokémon Gold and Silver. The Japanese release date for both the game and the adapter is December 14, 2000.

### Pocket Monster Stadium Gold, Silver, Crystal



Pocket Monster Stadium Gold, Silver, Crystal (hopefully a name change is imminent), the follow-up to Pocket Monster Stadium 2 (Pokémon Stadium in the U.S.),



was also shown at Space World. The new Nintendo 64 game integrates all 251 Pokémon into the tournaments and will be compatible with all known ver-



sions of Pokémon, including the newest Pokémon game on the horizon, Pokémon Crystal. New mini-games and game-play modes have been added—and with the inclusion of Factor 5 speech com-



pression, we hope and pray that the announcer from Pocket Monster Stadium 2 will add at least a sixth full-length sentence to his range of discourse...and that improvements in sound quality will help the Pokémon belt out war cries instead of feebly reiterating the tinny noises posing as "sounds" that emanate



from the Game Boy. Exhibition matches were held during the show where Pokémon trainers used their own Pokémon from whichever



er cartridge they preferred (Red, Green, Blue, Yellow, Gold, Silver, Puce, Sage, Anystripes With Yellow Polka-Dots...) but eventually all succumbed to the masterful tactics of Miran Fujita, a 20+ woman who also won the first annual Pokémon league tournament, stating that the key to her success



was using poison. Hopefully she is referring to the game, although some of her competitors did have glazed looks in their eyes...



## Pokémon Report

## Pokémon Gold and Silver ADVENTURE TOUR

The countdown to the October 15 release of *Pokémon Gold* and *Silver* in the U.S. (yes, the date was pushed up one day) kicked off on Labor Day weekend with the *Pokémon Gold* and *Silver* Adventure Tour, a 30-city cross-country tour entailing Nintendo employees carousing across America in Chrysler PT Cruisers souped up to look like Lugia. In addition to a chance to play English versions of *Pokémon Gold* and *Silver*, kids in targeted cities will also get a hands-on demonstration of the voice-recognition virtual pet extravaganza *Hey You, Mr. Krack!* and the pokified Tetris Attack-type puzzler *Pokémon Puzzle League*, both for the Nintendo 64. The tour's current schedule is posted on [www.pokemon.com](http://www.pokemon.com), but everything is not set in stone. It's possible to vote online for which cities you want the Lugia caravan to arrive at next, so hope is not lost for any unlucky kids living out in the boonies.



# WORLD CHAMPIONSHIP

Eight countries—Australia, Belgium, France, Germany, the Netherlands, Spain, the United Kingdom and the United States—will each select one champion to compete for bragging rights during the Pokémon 2000 World Championship to be held in Sydney Australia, from September 20 to 22. Representing the United States will be Ian Garvey, of New Hope, Pennsylvania. The event will take place in Sydney University's "Pokémon Park," which



## PIKACHU VIRUS!



If you thought all Pikachu knew was "Quick Attack" and "Thunderbolt" be prepared for a surprise. Pikachu's heretofore unsuspected technical skills are now glaringly evident with the spread in the U.S. of the Pikachu virus. The infection propagates via e-mail with the title "Pikachu Pokémon" and "Pikachu is your friend" in the body of the message. An animated picture of Pikachu is attached to this innocuous message that instantly corrupts your machine when executed and e-mails itself to everyone in your address book. According to reports, Pikachu destroys all the files in your Windows and System directories, forcing you to reinstall the Microsoft operating system from scratch (which you probably need to do five times a year anyway, so who cares?) and also face the hard, cold fact that maybe Pikachu is NOT your friend. Merely delete the file should it come your way and never open attachments connected to unsolicited e-mail.

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## Wizards of the Coast Trading Cards

### Ancient Mew

Recipients of the Ancient Mew promo card given away during the first week of Pokémon the Movie 2000: The Power of One can use it during regular play, as long as it is kept in an opaque cardsleeve. Using the clues posted on [www.pokemon.com](http://www.pokemon.com), it's possible to decipher the arcane symbols. Here are the clues, and their answers:

**1. Clue:** To find out the secret name of Ancient Mew's attack, first write down the first five letters of Mewtwo's PC attack from Base Set Two. Next, write down the first letter of Charmander's biggest attack from Base Set Two. Put them together and you'll know the name of Ancient Mew's attack!

**Answer:** [Psychic] + [Ember] = Psyche

**2. Clue:** To discover how many Hit Points Ancient Mew has, look at Diglett's Mud Slap attack from Base Set Two.

**Answer:** 30 HP.

**3. Clue:** To find out how much damage Ancient Mew's attack does, first write down how much damage is inflicted by Machop's Low Kick from Base Set Two. Next, write down how much damage is inflicted by Hitmonchan's Jab from Base Set Two. Add these two numbers together and you'll know how much damage is caused by Ancient Mew's attack.

**Answer:** 20 + 20 = 40

**4. Clue:** If you study your Ancient Mew card, you'll notice that Ancient Mew's Retreat Cost is hidden in an unlikely place. If you're having trouble finding its Retreat Cost, look at Clefable's Retreat Cost from Base Set Two. The Retreat Cost is the same for both of these Pokémon!

**Answer:** 2 Energy

**5. Clue:** If you look carefully at your Ancient Mew card, you'll notice that Ancient Mew's attack cost is in ancient Psychic symbols.

**Answer:** 2 Psychic Energy

### Gym Heroes

The latest and largest expansion to the Pokémon Trading Card Game is Gym Heroes, released on August 14. There are 132 new game cards, including 19 holographic rares and new card designs with an image of a Gym Leader's face on the front. Featured Gym Leaders are Misty, Brock, Lt. Surge and Enka, whose respective specializations are Water, Rock, Electric and Grass Pokémon and have all made appearances on the Pokémon cartoon show. The Gym Heroes expansion will be sold in four different theme decks, each consisting of 60 cards, one rare, holographic card, a rule book, paper counters, game coin and trading card list.

## NOVELTY LINK CABLES



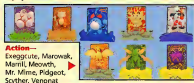
Kemco's novelty Link Cables include the Pikachu Link Cable, the Togepe Link Cable and additions in the form of Pokémon Gold and Silver starters Totodile, Chikorita and Cyndaquil. The Pikachu Link Cable comes with a detachable plastic facsimile of the omnipresent rodent and a miniature Poké Ball that slides

along the length of the cable. Kemco's Link Cables are compatible only with the Game Boy Color and Game Boy Pocket systems; the connector is too small for the original Game Boy port. Although Pikachu's electrifying presence on the Link Cable doesn't actually make the connection more powerful, it makes a biting fashion statement in the high-tech world of Game Boy accessorizing that ranks right up there with other Game Boy goodies like the Worm Light, Song Boy, Boom Box Boy, Sewing Boy, Missile-Guidance System Boy, etc.



## Burger King Pokémon Power Cards

Burger King's second Pokémon promotion ran from July 15 to August 21, to commemorate the second coming of Pokémon on the silver screen. Pokémon Power Cards were included in every Kid's Meal and Big Kid's Meal; large plastic cards picturing a Pokémon raised in relief. Pokémon Power Cards can be displayed on a base and execute one of five functions.



**Action—**  
Exeggcute, Marowak, Marmil, Meowth, Mr. Mime, Pidgeot, Scyther, Venonat



**Glow-in-the-Dark—**  
Porygon, Snorlax



**Light-Up—**  
Bulbasaur, Charmander, Ekekid, Jigglypuff, Lugia, Togepe



**Squirting—**  
Golduck, Kingler, Lapras, Squirtle

**Talking—**  
Articuno, Moltres, Pikachu, Zapdos





Is there anything cooler than working at a video game magazine and having all kinds of happy, funny toys and goodies appear on your desk practically every day? There isn't...and that's why this collection of game-related products and promotional items is called the...

# COOL ZONE



These adorable creatures (which live on top of Arc's television) are based on characters from the puzzle game *Puyo Puyo*, which was recently released on the Dreamcast in Japan. Squeeze the angry red one to hear it say "Feiye," or "Yattene". If you squeeze the others they'll say, "Puyo" in strange but cute voices. Although you can't get *Puyo Puyo* for the U.S. Dreamcast, you can find the exact same gameplay in Kirby's *Avanche* for the Super Nintendo or in Dr. Robotnik's *Mean Bean Machine* for the Sega Genesis.



iSound provides two headphone jacks that connect to the A/V port on your PlayStation console, allowing you to immerse yourself in stereo sound with privacy and courtesy. iSound is packaged with one pair of high quality stereo headphones, but has 2-player independent volume controls so your opponent can also hook up and listen with any standard headset. The easy set-up lets you use the iSound without interfering with the audio or video signals sent to the television. iSound can be used no matter what type of cable you've hooked up your PlayStation with—and you'll hear high-quality stereo sound through the phones even if your television doesn't support stereo.



In recognition of the October 26 release of the PlayStation 2, Monster Cable will release new high-performance audio/video accessories designed specifically for use with Sony's new super-system...and the pre-orders are already sold out! The GameLink 200 (composite video), GameLink 300 (S-Video) and the GameLink 400 Component Video Cable can achieve premium quality images, delivering ultra-sharp picture quality. If you have to be on the cutting edge of technology, the GameLink 400 uses component video, a technology that only recently became available in homes, and which, thanks to DVD, offers the highest quality connection ever available.

To promote its extremely cool new PlayStation 2 game *Smuggler's Run*, Rockstar sent us this book which—at first glance—appears to be a rather long novel documenting the difficult life of the smuggler. The truth is that it's actually a tricked-out version of the Washington *Almanac*. Pest the center of the book the pages are scooped out to create a secret compartment, which makes a great hiding place for anyone who wants to smuggle a few illicit goodies.



If you're an Unreal Tournament gangster like Anabelle, you can sport this around your neck as a badge of honor while you frag your hapless, unaccompanied opponents.

Since we're fans of the Power Stone series, Capcom sent us this promotional Power Stone stone, a heavy, blunt object that might come in handy if real life begins to emulate the game and people start to attack us at random.

The Pelican Accessories Retro Shock 2 controller for PlayStation 2 is fully analog, has pressure sensitive buttons and directional pad, vibrates, is ergonomically designed for greater comfort, features tactile palm grips and is completely programmable, so you can customize the buttons to suit your skills. Like Ace Frehley says: "Shock me!"



In order to keep your play area manageable, use the Monster Cable PowerStation 650, a surge protector with six color-coded outlets for easy management of your home entertainment center.



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